No.1
$3.95

FAR TRAVELLER

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fasa

This new magazine is the *Far Traveller*, and it will lead you into voyages and adventures throughout the universe of GDW's popular science-fiction role-playing game. Many of you are familiar with another such magazine, *High Passage*, which was published by **FASA** and which I edited for six short months. That magazine has, unfortunately, gone the way of dinosaurs, great auks, and Simulations Publications, Inc., into whatever Valhalla is reserved for publishing ventures which have perished before their time.

High Passage magazine began as the brainchild of Jim Cunningham and several individuals (the "High Passage Group"), but early financial difficulties brought about a joint venture arrangement between the original founders and **FASA.** Issue 2 of *High Passage* came out in August 1981 under the joint copyright and subsequent issues followed regularly. After the release of Issue 4, I was brought in as editor to improve the overall look of the magazine and bring it onto a regular schedule. Issue 5, in July, was my first product, and I'd like to consider it a success.

But cracks were already appearing in the foundations of the whole arrangement. **FASA** and High Passage Group found themselves increasingly unable to work together. I don't want to go into the rights and wrongs of the matter at this time—I have personal friends on each side of the issue. But suffice it to say that neither side felt that the other was doing everything possible to make the venture work. All attempts at settlement were stymied. Just before Issue 6 was due to go to press, Jim and his partner, Gordon Sheridan, pulled out of the arrangement and forbade further publications of *High Passage* magazine.

Jim and Gordon retain all rights to Old Expanses and to the name *High Passage* and **FASA** cannot publish any futher material in the original *High Passage* format. We feel strongly though that a Traveller-oriented magazine is still worthwhile and thus have decided to create a new one. We frankly doubt whether *High Passage* will continue; if it does, **FASA** takes no responsibility for it and will not answer for quality, business policy, or anything else associated with it.

Now, for an obvious question: what is the *Far Traveller*? It is not just a slight alteration of *High Passage*. Several columns are similar—or identical—to some which appeared in *High Passage*. There is, after all, a certain logic about a column devoted to equipment or a subsector map appearing regularly and you can't do them very many ways. *Starship Files*, a long-standing feature of *High Passage*, is replaced by *Adventure Class Ships,* a similar column; but given FASA's records for producing ship plans, you can't really hold that against us! And certain columns—*The Port Authority Handbook*, for example—trace their origins directly to me, not to *High Passage* or the High Passage Group, and are simply being shifted to a new outlet.

What's different, then? Take a look at Port of Call, the central feature of the *Far Traveller*. Port of Call presents, in intricate and loving detail, many aspects of a particularly interesting planet—from physical aspects to information on local cultures, features of interest, and many other useful and valuable details. Referees can use these planets as presented, or adapt them...

or, if they so desire, merely use them as blueprints for developing different planets.

You'll also note more adventure situations presented in this magazine though the large one which characterized *High Passage* is not a part of this publication. Several new columns have been added and a renewed effort to improve the physical quality of the magazine has been put into effect.

One last change; the magazine will be concentrating on events and locations in Reavers' Deep and in the Far Frontiers, two sectors well away from *High Passage's* Old Expanses. This move in space is accompanied by a certain breaking of various fetters that bound us, all unwillingly, to the creations of the original High Passage Group. Gone are the pirates of Pirate's Haven, the Ministry of Justice Special Branch and a certain tendency towards unusually ambitious presentations that sometimes strained the available space and editorial sanity of *High Passage*. We think *The Far Traveller* will be far better than anything you've encountered before.

We do ask that you bear with us. The sudden demise of *High Passage* which should have run one more issue has forced a certain amoung of haste upon us as far as development has gone. This issue is a transitional one; some material was plucked from the scheduled material in HP No. 6; other material was revised or written afresh. As time goes on, *The Far Traveller* will develop and evolves, until we reach a form we—and you, our readers—can live with.

Join us now as our new voyages being. We don't think you'll be disappointed!

J. Andrew Keith
Editor

Publisher's Note:

Subscription, advertising and submissions information for the *Far Traveller* are being sent automatically to those who have done business with us previously. Interested parties who are not on our regular list should contact us for further word on how the changeover will affect you.

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FAR TRAVELLER is published quarterly by FASA Corporation

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Credits

Port of Call . . . . . .J. Andrew Keith and William H. Keith, Jr.
The Port Authority Handbook: Inward Clearance. . . . . .J. Andrew Keith
Adventurer's Gear: Sniper Barrel and Laser Scope. . . . . Martin Guyotte
Adventurette: Jail Break . . . . . .J. Andrew Keith
Pilot's Guide to the Ea Subsector . . . . . Marischal Adventures

Artists in this issue: William H. Keith, Jr.

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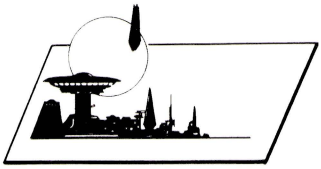


THE PORT AUTHORITY HANDBOOK

INWARD CLEARANCE
Article XLVI, Section 4

"...upon arrival at any starport facility, all civilian vessels shall furnish to appropriate authorities such records, registries, and relevent documents deemed necessary to establish the said vessel's condition and past history; said vessel shall be required to furnish health statements, issued and signed by the ship's medical officer, for each passenger and crewman on board. Customs, immigration, and health standards for the planet must be met, and Inward Clearance granted to the ship, before it shall be permitted to discharge cargo, passengers, or personnel..."

from The Port Authority Handbook
112th edition

Arrival at a planet is an important part of a starship voyage, and administratively, it is one of the busiest times of the journey. Passengers see only a few outward signs of these arrival procedures; it is the crew of the ship who will be required to spend a great deal of time and effort in preparing for planetfall.

The exact nature of Inward Clearance proceedings varies widely from planet to planet, changing with differences in government, starport size, and many other factors. The overall concept, however, will be fairly constant almost anywhere that star travel is common.

Once a ship has landed or assumed orbit at an orbital starport facility, the crew and passengers on board must wait before being permitted to disembark. Inward Clearance for the ship is required from local authorities, and will only be granted once their standards have been met in such areas as health, customs, and of course, port fees and duties.

Usually, several people will be sent aboard to see to Inward Clearance. In smaller ports (Class D or less) this might well include the Port Captain himself and members of his staff, while larger ports will send minor functionaries on board to handle the new arrival. Generally, the Port Captain and his senior people can be drawn from Merchant or other space-going characters; the less important staff can be drawn from the ranks of bureaucrats in **GDW's** *Citizens of the Imperium*.

There will normally be some delay between landing and the beginning of clearance procedures- especially if the port is large, the planetary government tied up in red tape, or the society one in which arrogance and self-importance is the norm (as, for instance, the Sword Worlds or certain of the Vargr states).

Upon arrival of these functionaries it is customary for the master or owner of the ship to present the required documents. It is also usually considered a necessity to entertain these individuals for some time; failure to offer a drink and a yarn in the Captain's cabin to the Port Captain or his representative could result in a much more extensive examination of the ship's papers than would otherwise be required. On the other hand, some cultures, and many officious bureaucrats, will perceive such an offer as a bribe, and react lawfully. The referee may decide the situation for each planet as it occurs; certain planets may be more likely to cherish this kind of attitude than others. Individual tastes can be effectively handled using the Reaction Table.

Though it will never be easy to decide in advance the foibles of a particular person, planets with a reputation for trouble will be known. The referee should grant some insight into probable local behaviour to any merchant characters, and also to those with Liaison, Streetwise, and Administration skills. These people are much less likely to antagonize local officials with an accidental offense.

Among the documents which must be presented at these sessions are the ship's registry papers, the ship's log, the medical log, cargo, passenger, and crew manifests, and many other papers. The planetary law level should be used as a general guide for the acceptance of these papers; an officer or responsible crewman with Administration skill may add his expertise to a 2D acceptance throw. Planetary law is used in this case, despite the extraterritoriality concept that applies to starports, because the whole point of Inward Clearance is to allow the ship freedom to visit the planet. The officials granting clearance, are, most likely, employed by the planet's government.

Success in the acceptance throw means that the group may proceed with their affairs normally. An unsuccessful throw, however, means that some portion of the documentation is insufficient. The referee may determine the nature of the problem, possibly based on some past problem the group has had. Some potential hurdles that could block clearance include a health problem on board (perhaps resulting in quarantine), a recent stop at a planet hostile to the planet now being visited, contraband cargo (leaving the group with the chance of confiscation, fines, or worse punishment), or many other options. An excellent adventure might be built just out of some portion of the Inward Clearance operation.

Should Inward Clearance be refused, it will not be granted unless the cause is put right. One way is to correct the wrong once the referee has indicated what it is, and if it can be corrected. Another is to bribe one of the people responsible for the Clearance, a risky business, but feasible. In some cases, the authorities will not wait to be bribed, merely spelling out the extra fines and fees that the ship needs to pay to receive the clearance. Other

factors which might help include the presence of noble or influential passengers, or possibly old friends of one of the crew with pull in the Port Captain's office.

Finally, once clearance has been taken care of, applicable port fees will be arranged. *Traveller* Book 2 gives the basic cost of berthing, the first week of which will be due at this time. Variations in the standard fee will reflect the size of the port, the social conditions of the world and its government, and the nature and quality of the facilities. Arrangements for other port operations, including fuel, repairs, reprovisioning, and maintanence, may also be set up at this time.

The referee should get into the habit of involving groups, and particularly groups in an ongoing campaign who have their own ship, in the requirements of dealing with the port officials as outlined above. In many cases, it will be a rather dreary administrative routine, just as it is in comparable real-life situations. At times, however, Inward Clearance can be used as a tool by the referee to import some important piece of information or clue, to fill in background on a planet or society, or to propel the group into a new adventure. Sometimes it will merely be a device that will hinder — or possibly aid — the party as it tries to go about its usual business. One way to make the procedure a routine, adhered to at all times even if nothing crucial is expected to happen, would be for the referee to require various group records to be updated at each new system. This real paperwork can be neatly used to simulate the Inward Clearance ritual . . . and the referee can then throw in variables as desired.

TRAVELLERS'S GEAR

SMALL ARMS ACCESSORIES

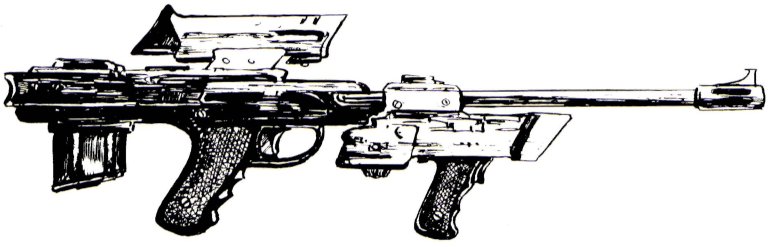
The following small arms equipment accessories can be used with small arms in *Traveller* Book No. 1 and *Traveller* Book No. 4. They are particularly useful in campaigns where the more powerful, Mercenary styled weapons are generally unavailable or unusable. These accessories give the lighter traveller fire arms and much greater firepower.

LASER DESIGNATOR SIGHT

This device is used in short to medium range-finding, where the major sighting problem is not so much being able to hit a small target in the distance but to know exactly where your weapon is targeted in a firefight. Attached below the weapon forward of the trigger guard, the laser sight projects a low power beam of visible light. The sight is calibrated so that the beam creates a small targeting dot on the intended target, approximately where the weapon's shot will strike.

In many situations, the laser sight can be an effective terror device. Most riots and crowds will begin to break up if the participants notice targeting dots on them, especially if the sight is affixed to a particularly powerful weapon.

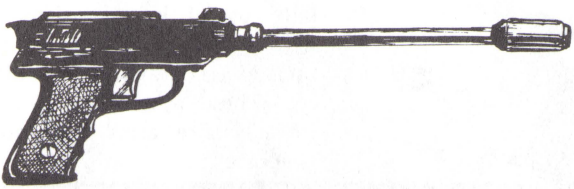
The laser sight provides an advantageous die modifier at short and medium ranges because at these ranges the targeting dot is most clearly visible to the firer. The sight can be mounted on any weapon with a length of 500mm or more, so it can only be used with a pistol if that pistol sports a shoulder stock. The sight can be knocked out of proper alignment just as a telescopic sight can.



When the weapon and sight take a violent buffeting, the sight will be knocked out of alignment on a two die throw of 7 or greater and a modifier of -4 will replace the normal modifiers at short and medium range. The laser designator sight is provided with it's own built-in powerpack which will supply the sight for 100 combat rounds. When the powerpack has been exhausted, the sight may be recharged in only a few minutes at any power facility. Note that lasers and other energy weapons may not mount a laser designator sight.

A major variant of the laser designator sight is the infra-red light version, which must be used in conjunction with I.R. goggles. This variant projects a targeting dot invisible to all but specially equipped individuals. The I.R. variant has the same price and die modifiers as the visible light version.

The laser sight is available at tech level 7+ for Cr2000. The sight has a base weight of 1000 grams.



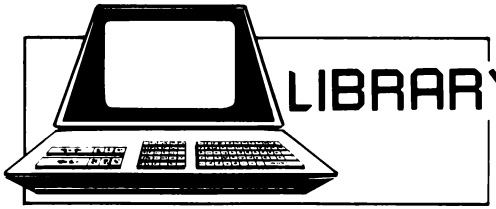
SNIPER BARREL

A sniper barrel may be screwed onto the end of a pistol, much like a silencer, in order to give more in-flight stability and an advantageous modifier at medium and long range. Because the extra length is a little more cumbersome, a deleterious modifier is introduced at close range. A silencer may be screwed onto the end of the sniper barrel, but another sniper barrel may not be affixed. Sniper barrels are similar in appearance to silencers, and may only be affixed to slug-throwing pistols. Sniper barrels cost Cr500, they weigh 600 grams, adding 200mm to the length of the weapon to which they are affixed.

ACCESSORIES TABLE

item	close	short	medium	long	very long
laser sight	–	+3	+3	–	–
snipers barrel	-2	–	+1	+2	–

item	base weight	length overall	base price
laser sight	1000 grams	–	Cr 2000
snipers barrel	600 grams	+200mm	Cr 500



LIBRARY COMPUTER

Caledon Ventures, Ltd.: Trading firm based on Caledon/Caledon in the Reavers' Deep sector. A fairly young company, Caledon Ventures has been aggressively expanding their trade contacts throughout the Deep. A Caledon trading post has been established on Dunmarrow in Ea subsector, from which trade pioneering teams are beginning to open up markets hitherto monopolized by Aslan trading companies.

Hkahaoseahe: Legendary clan of ancient Aslan tradition, often claimed as ancestors by various distinguished clans of contemporary Aslan society. The exploits of the Hkahaoseahe are recorded in the cycle of epics traditionally grouped together under the title of *Siyreakhaotoior.* These epic poems and stories are among the oldest and best-known of Aslan literature.

Lanthanum: A rare earth element, the first of the inner transition metals. Vital to the construction of the inner coils of interstellar jump-drive units.

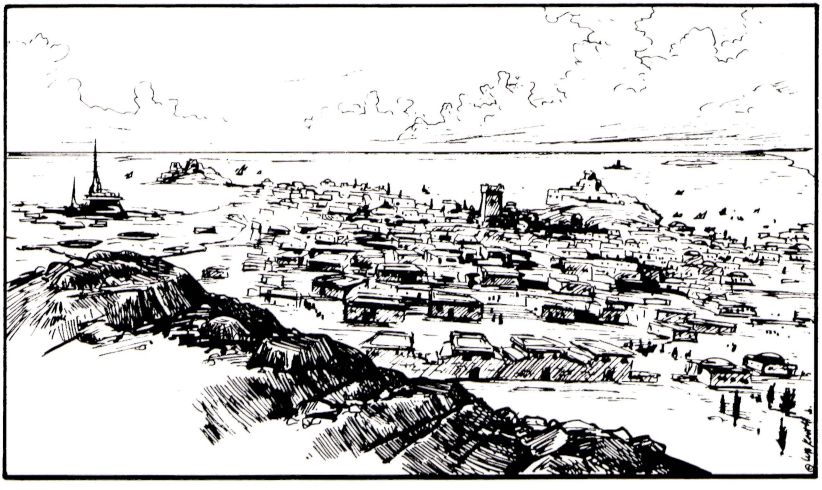
Reavers, The: Name given to any of the petty warlords or pirates who have operated in the area of space known as Reavers' Deep. The first Reavers flourished in the region during the Long Night, when individual warlords with a handful of working starships could dominate several worlds. Expansion by Aslan and Imperial interests into the region, culminating in the Aslan Border Wars (c.200-380), led to a lessening of the Reaver presence, but in the aftermath of those wars the neutral strip of border worlds in the Deep havens for criminals and pirates. To this day the name is sometimes applied, often in a fanciful or romantic manner, to freebooters, pirates, privateers, or, occasionally, to small interstellar states found in the area.

Roaa: Planet in the Uhtaa subsector of Reavers' Deep sector, inhabited by Aslans and belonging to the Aslan Hierate. Roaa is famed for its shipyards, and is the headquarters for a number of important commercial concerns, including Larleaftea Hryawaorwya, the famous shipbuilding and trading corporation, and Tlasayerlaahel, the large mercantile firm with interest through much of the Aslan-explored part of the sector.

Tlaosierlahrau: Also known as tlaospice, tlao, or seasongold; a spice derived from the seed of tlaosiear, a tree found on Roakhioc/Ea in Reavers' Deep. The golden seed kernels, when ground, produce a fragrant, light seasoning popular with both Aslan and human gourmets on meat, soups, ans stews. Because of the scarcity of tlaosiear, and the expense of shipping it, tlaospice commands an impressive price of Cr3 per gram in offworld markets.

Tlasayerlaahel: Merchan corporation controlled by the Yehaso clan, a strong Aslan group on Roaa/Uhtaa in Reavers' Deep. Tlasayerlaahel is a powerful company with many interests in the Deep, among them the tlaospice trade with Roakhoi, the risthscent trade with Htalrea, and some commercial contact with the natives of Gaajpadge, from whom glasswares and other *objets d'art* are obtained.

Tlasayerlaahel is currently engaged in stiff economic competition with the human merchants of Caledon Ventures, Ltd., from Caledon/ Caledon.



PORT OF CALL

Port of Call is an in-depth examination of a single world created in accordance with the basic rules presented in *Traveller* Book 3, but amplified and expanded to produce a complete, multi-faceted planet which can be the setting for a variety of *Traveller* adventures. Referees are encouraged to use this material not only as a direct source for adventure situations but also as a model from which totally different worlds, each with their own unique features and aspects, can be constructed.

In this issue our subject is Roakhoi, a primitive world near the heart of Reavers' Deep, beyond the bounds of the Imperium. A world of scattered islands and wide oceans, Roakhoi is shared by human and Aslan settlers. This joint settlement has given rise to a number of unusual and in many cases unique cultural features that make Roakhoi worthy of examination in detail.

THE ROAKHOI SYSTEM

The Roakhoi star system (Ea 0404) was first surveyed by explorers venturing out of the Aslan Hierate during the latter quarter of the period known as The Long Night. As a result, Aslan names and designations were applied to all bodies in the system and remain in use to this day.

The system consists of seven worlds of which Roakhoi is fourth. According to tradition, Roakhoi was the leader of the so-called Seven Heroes of the Hkahaoseahe clan which perished defending ancestral lands from an army of invaders. The other worlds in the system are also named from these legends. Planets I and II, Iserca and Auya, are small, airless planets: Auya is of interest because of deposits of lanthanum discovered by recent mineral survey missions. Planet III, Tryaloa, has stats of X6B0000-0. It is an inhospitable world with an extremely dense and corrosive atmosphere and temperatures in the 500° C and upward range.

Beyond the orbit of Roakhoi is Rikhao, planet V; a small dry world with stats of E430000-0. This world was formerly the site of a mineral exploitation project conducted by Caledon Ventures, Inc., which was abandoned when high operating costs made further searches for rare transuranic elements unprofitable. Some facilities and equipment remain in place. Rikhao has one moon, Keo; an airless, 2,000 mile diameter body in a rather close orbit.

The two outer worlds Ryehaia and Afyeaw are gas giants. Ryehaia has ten moons, mostly asteroidal in nature; Afyeaw has only four moons (one of them 3,000 miles in diameter with a trace atmosphere) but possesses a spectacular ring system. These rings are frequently mined by independent belters though the lack of good local facilities for outfitting and repair make it somewhat less attractive than, say, the Kingston Belt (Ea 0608).

ROAKHOI

Roakhoi is a large world with three small, close moons. These moons are designated, in keeping with the nomenclature of the system, after the traditional names of the hero Roakhoi's halberd (Fteatoah), shield (Sui'ikh), and armor (Khoiaya). Each of these moons is less than 1,000 miles diameter and they are of little interest. Sui'ikh's orbit is retrograde, indicating it to be a captured body of comparatively recent origin.

One artificial satellite has been established in orbit over Roakhoi by the Aslan trading corporation Tlasayerlaahel, which controls offworld access to the world. The satellite, a 50-being facility used by incoming non-streamlined ships as a docking and emergency repair facility, is in a synchronous orbit above Roakhoi Starport.

The world statistics are:

Roakhoi/Ea 0404	C9695-4	Non-industrial	G

Roakhoi is largely covered by water; only one land mass of continental size is present; the rugged region of Oistea ("Rugged Land", "Place of Hills," "Terra Incognita"). The remaining dry land is divided into several very large islands and archipelagoes (such as Suastyas) forming a major chain of islands and reefs.

The island chains, large and small, are generally lush and fertile. Agriculture is common; of special importance is tlaosiearlahrau (or tlaospice, in human usage). This product brings high prices off-world in the luxury trade and is the primary reason for interest from interstellar visitors.

The rugged and forbidding continent of Oistea has never attracted settlers. Occasional explorers have brought back reports of valuable deposits of copper, gold, and platinum in the Oistea uplands, but such reports have never been reliably substantiated. The problems of exploring this dangerous and rugged region has made verification of these rumors a project often considered but rarely attempted. Settlements have been established, but the rocky infertile ground of the Oistea coast has kept such towns small, poor, and highly dependent upon outside trade and commerce.

TRAVEL ON ROAKHOI

Movement from one point to another on Roakhoi may be accomplished on foot, by local land or sea vehicles, or with more sophisticated forms of transportation imported from offworld. As a general guide, use the information given below to determine the travel time for any particular journey.

On foot: Roughly ten weeks per hex. Travel through rough or mountainous hexes is slower (by at least half again as much). Travel through ocean hexes is impossible.

By Native Cart or Riding Animal: Roughly six weeks per hex. Travel through rough or mountainous hexes takes at least twice as long. Travel through ocean hexes is impossible.

By Native Schooner: 3+ days per hex, depending upon the direction of wind and many other factors.

By Native Steamer: 2 days per hex.

By Air/Raft: 11 hours per hex.

By Starship: 1.1 hours per hex at 1G. 20 minutes per hex at 6G.

ARCHIPELAGO SURFACE Terrain — Roakhoi (C96543-4)

Die	Animal	Weight	Hits
2	1 Swimming Hijacker	1600 kg	24/12
3	1 Amphibian Hunter	800 kg	26/9
4	2 Swimming Carrion Eaters	1600 kg	35/14
5	1 Swimming Gatherers	50 kg	15/3
6	2 Swimming Grazers	3200 kg	30/9
7	Weather- A roll should be made on the Ocean Weather Table.		
8	3 Amphibious Grazers	1600 kg	26/5
9	1 Swimming Chaser	400 kg	22/8
10	Event—Roll should be made on the shipboard Event Table (see page .)		
11	8 swimming chasers	100 kg	13/11
12	1 Triphibian Killer	3 kg	6/6

ANIMAL ENCOUNTER TABLES

The Animal Encounter Tables presented below give a basic foundation for encounter situations on Roakhoi. They are by no means exhaustive; the referee should feel free to develop additional tables for other terrain types which may be encountered.

OCEAN SURFACE Terrain — **Roakhoi (C969543-4)**

Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	3 Amphibious Reducers	1600 kg	36/15	None	24 teeth	A4F8S2
3	2 Swimming Hunters	100 kg	21/3	None	4 thrasher	A6F8S1
4	Event—Island. Lookouts spot an uncharted island within a few hour's journey.					
5	1 Triphibian	1 kg	1/0	None	9 claws+1 and teeth+1	A9F5S2
6	1 Swimming	800 kg	27/10	None	20 thrasher	F5A7S2
7	Weather—A roll should be made on the Ocean Weather Table.					
8	6 Amphibian Intermittents	800 kg	32/12	None	30 horns + teeth	F9A6S1
9	1 Amphibian Siren	3200 kg	31/18	None	30 claws + teeth	A0F8S1
10	Event—A roll should be made on the Special Event Table.					
11	1 Swimming Chaser	800 kg	18/8	Jack	23 as blade	AOF8S2
12	1 Swimming Hijacker	44,000 kg	59/26	Combat	60 teeth + 4	A4F8S1

Armor	Wounds + Weapons
Mesh +1	39 horns + teeth A5F6S1
None	20 thrasher A1F6S1
None	26 teeth A5F4S1
None	7 claws A8F7S1
None	38 horns + horns F4A8S4
None	23 thrasher F4A6S2
None	11 stinger AOF7S1
None	6 claws + teeth A6F5S1

CLEAR TERRAIN						
Die		Weight	Hits	Armor	Wounds + Weapons	
2	4 Intimidators	400 kg	23/16	None	15 claws + teeth	A4F7S1
3	6 Hunters	6 kg	1/4	Jack	5 claws	A4F4S2
4	5 Intimidators	12 kg	4/9	None	5 claws	A4F7S1
5	6 Eaters	100 kg	20/5	None	8 claws	A6F7S1
6	3 Grazers	25 kg	7/6	None	6 hooves	F5A7AS4
7	6 Intermittents	12 kg	10/5	None	16 horns + teeth	F4A3S2
8	12 Grazers	50 kg	14/8	Cloth +1	10 hooves	FOA5S2
9	2 Chasers	50 kg.	13/7	None	13 claws + teeth	A0F6S2
10	Event—Stalking Carnivore. A pouncer (No. 1, below) begins to follow the party. It will attack, with surprise, on a roll of 9+ (made once each combat round), unless first spotted and driven off.					
11	1 Pouncer	400 kg	20/11	None	23 as pike	A0F0S1
12	8 Chasers	50 kg.	16/5	Jack	7 as blade	A0F5S2

ROUGH Terrain				Roakhoi (C969543-4)		
Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
2	3 Hijackers	400 kg	25/9	None	15 horns	A5F3S1
3	1 Gatherer	200 kg	24/10	None	10 claws	A4F3S3
4	4 Flying Carrion-eaters	50 kg	11/11	None	7 teeth	A8F4S3
5	1 Hunter	25 kg	14/3	None	13 claws + teeth	A1F7S1
6	7 Grazers	6 kg	4/7	None	14 Hooves + teeth	F5A4S3
7	3 Grazers	1600 kg	22/16	Jack	31 claws + teeth	F5A5S4
8	9 Grazers	50 kg	15/9	None	6 teeth	F2A7S2
9	1 Pouncer	800 kg	26/8	Jack	17 teeth	A0F0S1
10	Event—Broken ground. The terrain ahead is impassable for ground vehicles. Spped on foot is halved.					
11	1 Killer	100 kg	21/6	None	15 as pike	A2F9S1
12	10 Chasers	50 kg	8/5	Jack	5 claws +1	A0F9S3

A Note on Government Codes

Aslan worlds use a special set of Government Type codes, separate and distinct from the usual *Traveller* coding system. Those used in this article are defined below:

BROKEN Terrain					Roakhoi (969543-4)	
Die	**Animal**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	10 Carrion-eaters	12 kgs	9/3	None	16 horns + teeth	A8F8S3
3	3 Hunters	50 kgs	12/4	None	10 claws + 1	A2F7S1
4	10 Carrion eaters	6 kg.	4/8	None	5 thrasher	A9F4S3
5	9 Eaters	200 kg.	18/15	Jack	9 teeth + 1	A3F7S2
6	1 Intermittent	1 kg.	2/0	None	4 thrasher	F6A9S1
7	1 Grazer	25 kg.	10/10	None	8 claws	A6F9S3
8	5 Intermittents	50 kgs	12/8	None	9 teeth	F5A5S1
9	5 Killers	50 kgs	12/8	None	20 claws + teeth	A6F9S1
10	Event– Seismic Quake. A seismic disturbance shakes the ground. Each individual in the party must throw strength or less to avoid being thrown to the ground and taking 1D points damage.					
11	1 Pouncer	200 kg.	18/11	None	15 teeth +1	A0F0S1
12	1 Flying Pouncer	6 kg.	4/6	None	12 as broadsword	A0F0S2

MOUNTAIN Terrain					Roakhoi (69543-4)	
Die	**Animal**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	4 Intimidators	400 kg.	23/14	None	15 thrasher	A5F7S1
3	1 Hunter	800 kg.	22/5	None	23 claws + teeth	A3F7S1
4	9 Intimidators	50 kg.	19/2	None	13 claws + teeth	A7F4S2
5	1 Gatherer	50 kg.	22/11	None	7 claws +1	A9F5S3
6	1 Intermittent	1600 kg	31/9	None	21 horns	F9A6S1
7	1 Flying Intermittent	1 kg.	3/0	None	2 teeth	F8A6S2
8	21 Grazers	800 kg.s	27/10	None	27 horns + teeth	F4A8S2
9	1 Pouncer	200 kg.s	17/24	None	8 teeth +1	A0F0S1
10	Event–Volcanic region. Consult the Volcanic Region special event table once every hour for as long as characters remain in the area.					
11	1 Chaser	50 kg.s	21/3	None	7 as blade	A0F8S2
12	1 Siren	400 kg.	28/10	Cbt +4	8 teeth +1	A0F0S1

Type G: The planet is controlled by an Aslan company or corporation. This is the only type in which a world is not clan-owned.

Type H: Split Control. Different parts of the world are controlled by different clans. Equivalent to human Balkanised.

Type J; The world is controlled by a single, on-planet clan.

RIVER Terrain				Roakhoi (C969543-4)		
Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	5 Reducers	6 kg	1/9	None	5 claws	A7F5S2
3	1 Amphibious Hunter	800 kg	33/15	Cloth + 1	16 thrasher	A3F3S1
4	1 Hijacker	100 kg	19/12	None	17 claws+teeth	A4F7S1
5	11 Eaters	50 kg	7/10	mesh +1	10 stinger	A4F6S3
	5 Grazers	400 kg	28/12	None	14 hooves	F2A6S2
7	1 Flying Intermittent	25 kg	11/3	None	19 horns +teeth	F5A4S1
8	4 Grazers	1600 kg	29/8	Jack	24 horns	F5A3S2
9	1 Killer	25 kg	9/4	None	5 as blade	A2F8S3
10	Event--Shallows. A raft or boat runs aground on a die roll of 9+. To free it, weight carried must be reduced by 10%. A ford can be found here on a roll of 8+.					
11	1 Chaser	1600 kg	24/10	None	29 as pike	A0F6S2
12	4 Chasers	50 kg	10/9	None	3 teeth + 1	A0F9S3

JUNGLE Terrain				Roakhoi (C969543-4)		
D	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	10 Carrion-Eaters	1 kg	5/0	None	5 teeth	A8F4S3
3	1 Gatherer	6 kg	2/2	None	3 claws	A5F5S2
4	13 Reducers	25 kg	11/5	None	4 thrasher	A5F3S1
5	1 Gatherer	50 kg	20/7	None	7 stinger	A9F6S1
6	1 Intermittent	25 kg	7/7	None	4 horns	F6A6S1
7	6 Intermittents	12 kg	9/8	mesh + 1	17 claws + teeth	F8A4S1
8	1 Filter	400 kg	20/9	mesh + 1	16 thrasher	F5A0S1
9	14 Chasers	25 kg	11/6	None	5 teeth + 1	A0F4S2
10	Event- Bog. The leading character or vehicle driver must throw intelligence or less to detect the soft ground. Vehicles which enter a bog become enmired and cannot be free. Characters have 2D combat rounds to get out before being pulled under; 10 strength points and an anchor to solid ground are required to get free.					
11	1 Trapper	200 kg	17/12	Jack	14 teeth +1	A6F9S1
12	3 Killers	100 kg	20/6	None	5 claws + 1	A0F3S0

Special Event Tables

Weather (used by ships at sea) **Roakhoi (C969543-4)**

Die	Event
2	Favorable winds. (Ship makes double speed this day only).
3	High seas. Serious damage takes place unless a 5+ is rolled. Ship is sunk unless a 3+ is rolled.
4	Electrical storm. Individuals on masts struck on roll of 12+.
5	Poor visibility. Ships must roll 5+ to avoid running aground (DM-3 in archipelago areas). Each lookout gives DM+1, to maximum of +4.
5	Contrary winds. Sailing vessels make no significant progress this day.
7	Contrary winds. Sailing vessels make no significant progress this day.
8	Contrary winds. Sailing vessels make no significant progress this day.
9	Fog. Ship must drop anchor, makes no progress today. On a roll of 11+, another ship will collide in fog.
10	Storm. Contrary winds effects and high seas effects are combined.
11	Gale. Serious damage on 6-; sunk on 3-. Ship displaced 1 hex (referee choice) on roll of 10+. If land intervenes, ship runs aground.
12	Hurricane. Automatic serious damage; ship sunk unless a 5+ is rolled. Ship displaced 1 hex southeast. If land intervenes, the ship is aground.

Serious damage indicates that a major repair job--consuming 3D man-hours per ton of ship--is needed to make it fully seaworthy again. Makeshift repairs will allow travel, but will not be very effective or long-lasting.

Shipboard Event Table **Roakhoi (C969543-4)**

Die	Event
2	Boiler Explosion. Engine blows up, killing 2D persons and inflicting 2 D damage on all others. On sail vessel, treat as Event No. 3.
3	Mast Carried Away. Sailors on or near mast suffer 2D damage each. Mast must be replaced before ship may proceed.
4	Discontent. Crew is obviously unhappy. All orders will require a reaction throw before being carried out until a result of 10+ is obtained.
5	Man Overboard. An officer, important passenger, or player character (referee's choice) is lost overboard and must be rescued.
6	Leak. A slow leak has developed below waterline. If not repaired within 2D days, ship's hull will work open and ship will sink.
7	Ship spotted. Another vessel is encountered. See RANDOM ENCOUNTERS AT SEA table (page).
8	Spoiled Rations. Food or water supplies discovered to be partially spoiled. Only 2D days of rations are now available.
9	Insubordination. A ship's officer disputes orders with the captain. Roll for crew reaction to officer's actions.

10 Aground. Ship runs aground on uncharted reef or island, suffering serious damage.

11 Thick Seaweed. On sail vessels, tangles rudder. On steamers, tangles screws. Takes 5D man-hours to remove.

12 Mutiny. A group of sailors aboard attempts to seize the ship for their own ends.

Volcanic Region Event Table **Roakhoi (C969543-4)**

Die	Event
2	Eruption. Major eruption begins, lasting 1D hours. Roll on this table once per hour until eruption is over. May cause terrain alterations.
3	Lava Flow. Fresh lava flows towards the party at S2. It causes 4D damage per round if characters are caught in it.
4	Cinder Rain. Cinders from volcano pelt party. Characters not under cover take 1D-2 points of damage each.
5	Seismic Quake. A seismic disturbance shakes the ground. Each individual in the party must throw strength or less to avoid 1D damage from fall.
6	Crevasse. A deep crevasse blocks forward progress. 2D hours are required to find a way around or across it.
7	Lava plain. Ground is hot after recent lava flow. Walking is not possible for more than 20 minutes at a time.
8	Geyser. A steam geyser erupts near one of the party. Throw dexterity or less to avoid 2D damage from scalding.
9	Landslide. Quakes trigger a fall of loose rocks. 2D rocks fall, each causing 3D damage unless characters roll dexterity or less to avoid.
10	Stampede. Animals frightened by volcanic activity panic. 20 grazers (entry No. 8) will flee directly towards the party. Each makes one attack.
11	Temperatures Rise. Temperature climbs sharply. Characters suffer damage from heat, losing 1 endurance point per 1/2 hour for 1D hours.
12	Hallucinatory gasses. Characters may suffer from severe hallucinations or behave strangely while breathing these gases, and for 2D x 5 minutes thereafter.

Animals on Roakhoi

Glownose (also Trapmouth, Comealong-snap). (*Photoproboscidae sap.*). (Local name: Hkoktu').

Amphibious Siren	3200 kg.	31/18	None	30 claw + teeth	AOF8S1

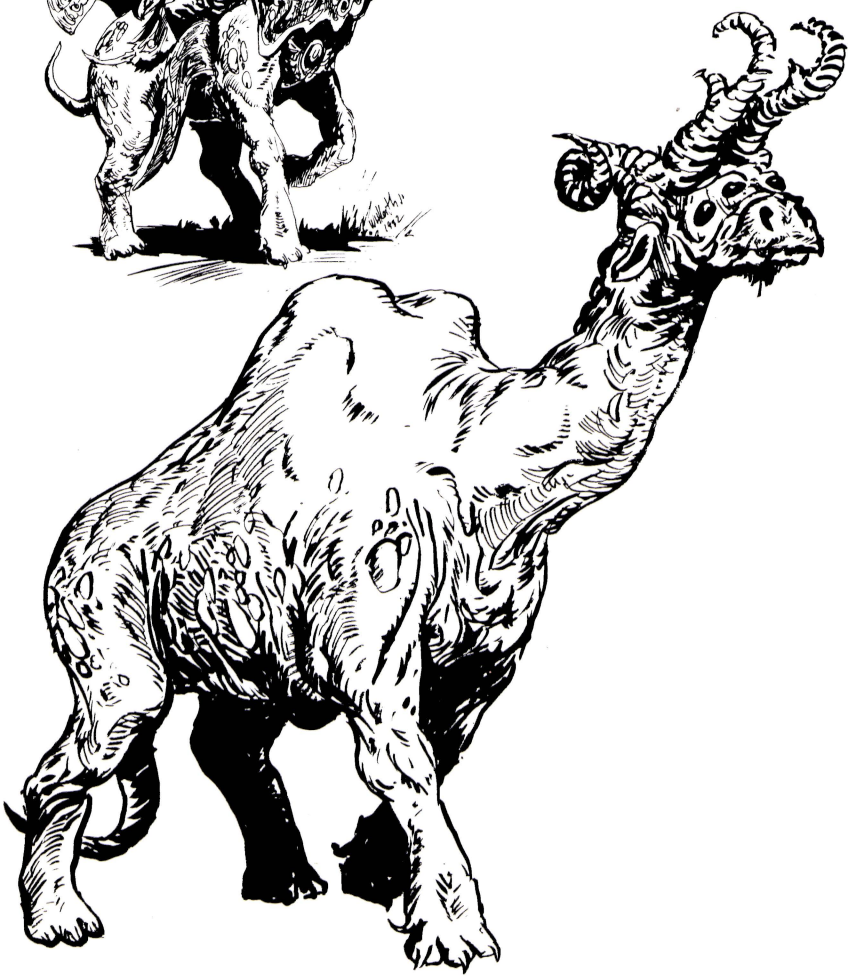
A marine amphibian, the glownose comes out of the water at night and digs into mud or wet sand. It spends the night lying partially concealed with its large, ragged mouth open. A luminescent organ at the end of the proboscis waves about, attracting the attention of nocturnal animals and luring them into the waiting jaws. It will attack anything which blunders into it mouth, including humans or Aslans curious about the lantern-like lure; the multiple rows of serrated teeth are backed up by the beast's razor-sharp claws, normally used for digging, but also extremely good defensive or offensive weapons.

Helmer. (*Cassidicamelus quadrops*). (Local name: Tekhao).

Grazer	1600 kgs.	22/16	Jack	31 claws + teeth F5A5S4

Found in the inland hills and woodlands of Roakhoi's islands, the helmer has been domesticated by the settlers of Roakhoi and is commonly used as a riding animal and beast of burden. Though not particularly fast, it is sturdy, sure-footed, and strong.

Helmers are important as outward symbols of wealth and of martial prowess on Roakhoi, and most nobles support large stables of helmer chargers.



Laniasaurus (also Rockthrasher, Snakeneck). (*Laniasaurus ferox*). (Local name: Stahyo).
Amphibious Hunter 800 kgs. 33/15 cloth +1 16 thrasher A3F3S1

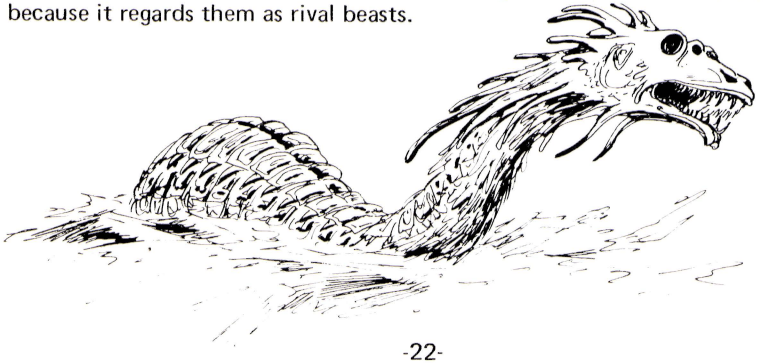
Known for its habit of grabbing prey between muscular jaws and thrashing it back and forth with convulsive jerks of its neck to kill the victim, the laniasaurus is commonly found along river banks or coastal areas, but is sometimes seen far out to sea. It eats only freshly-killed animals which it swallows whole, plus certain florae found along rivers and streams.

Laniasaurs lay twelve to eighteen large blue eggs in dry, sandy areas once each year; they remain in the vicinity of the nest until the eggs hatch, and then tend and protect the young thereafter.

Laniasaur eggs are a popular delicacy among the Roakhoians, though the hazards associated with gaining them make them rare and expensive. Some Aslan and human landgraves have gone to great trouble and expense to domesticate laniasaurs, having captured them as hatchlings (no mean feat) and raised them by hand on raw meat. It has been suggested that these rulers derive certain psychological advantages during intervews with supplicants or visiting diplomats by keeping a pair of live, adult laniasaurs flanking their thrones.

Roakhoian Sea-Serpent (also Omigosh, Crested Nightmare). (*Marina serpens malnocturnus*). (Local name: Hkeahai).
Swimming Hijacker 44,000 kgs. 59/26 Combat + 4 60 teeth AFF8S1

The gigantic sea-serpent of Roakhoi's deep oceans lives by stealing floating carcasses of large marine grazers killed by packs of smaller swimming carnivores. It rarely kills its own meals though it may attack ships, perhaps because it regards them as rival beasts.

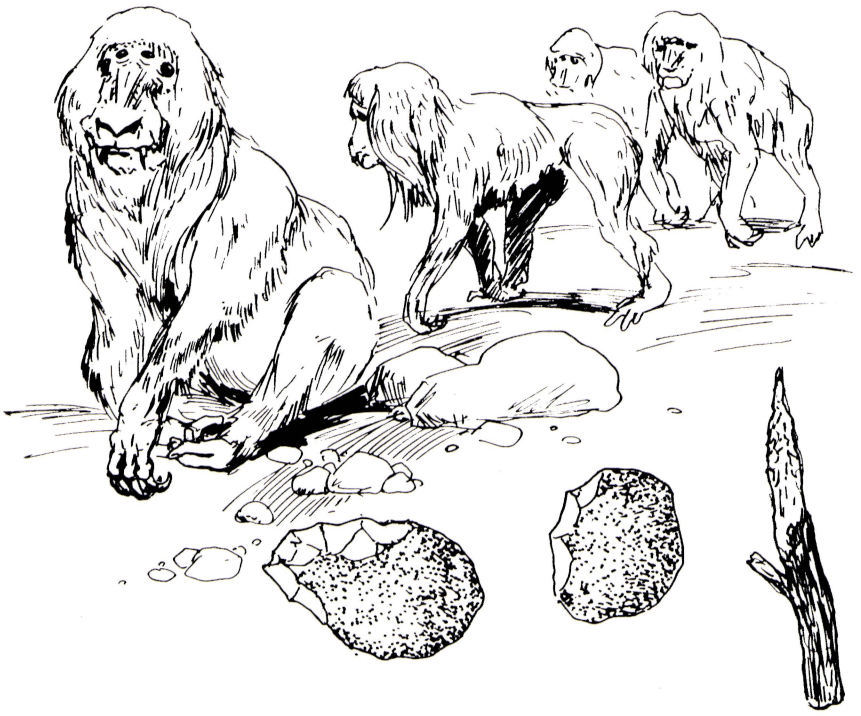


Rock Apes (also Rock Bears, Howlers). (*Manupedes ululatis*). (Local name: Staoakhe)

Descended from arboreal omnivores which developed prehensile toes on their hind feet and long curved claws on their forefeet to help them maneuver through the branches, rock apes came down from the trees as Roakhoi's forests receded. They are now found primarily in inland plains regions where they use their claws to shred tree bark and dig up tubers, grubs, and insect nests. Their hind feet have developed into useful and flexible hands and they have enough intelligence to fashion some crude tools from sticks and rocks.

Rock apes live in bands or troops numbering between 6 and 18 adults with offspring. They range on foraging trips far and wide over the plains; colonists dread such forays since the troops will eat almost anything and can strip fields and orchards bare in a matter of hours. They are fierce when threatened and have been known to kill humans and Aslans who attempt to drive them off.

The quavering, chilling cry of the rock ape is the source of the creatures' other most common name; howlers. The cry most likely establishes territory but there are some who believe that rock apes are actually capable of more advanced communication. Certainly many scientists believe that the rock apes are well on their way to conceptual intelligence, though others dispute these theories.



POPULATION AND HISTORY

Roakhoi was first colonized sometime during the Long Night (the exact time is uncertain due to the loss of early colony records) by a band of Aslan colonists led to the world by Leahyakhyen, a highly respected warrior who lost his landhold during a clan war with a rival family. Leahyakhyen and his followers fled the Heirate proper and eventually chose Roakhoi as the place to make a new beginning. The colony ships put down on the fertile island of Yae and established a thriving colony town at Araye. The origins of the colony are now largely forgotten save in a few legends and distorted histories. Some offworld historians and archeologists have however pieced together the background fairly well.

For two generations all went well with the Roakhoi colony, but disaster--first in the form of an eruption of the volcano Hoikheroihaihkaukh (the name is usually shortened by humans to Mt. Hoikhero), and then in the form of plague and famine--caused a serious setback to the settlement effort. Araye was buried in a lava flow as were the colony ships, the colony's library and computer banks and other valuable equipment. The colonists were forced to flee; in the confusion that followed, many of their most valuable personnel including irreplacable technicians and specialists died from disease or lack of food. All told, 3 out of 4 people of the Roakhoi colony were lost during the Time of Wrath. The survivors started out anew at another settlement, Eialali, but the harsh necessities of survival set back their technology and their culture by a thousand years or more. They were in far better shape but still a long way from recovering from the disaster when the first humans arrived on Roakhoi.

It is established that the humans were colonists aboard the large colony vessel *Bold Endeavour,* outbound from one of the petty interstellar states of the Urlaggash subsector. Attacked by a Reaver squadron as it approached the Andiros system (its intended destination), the ship took heavy damage before the crew engaged jump drives in desperation. Damage and the proximity of Andiros itself brought about a misjump and the *Bold Endeavor* arrived in the Roakhoi system.

Third Officer Leurays, acting Captain of the badly damaged ship, was faced by a dangerous choice. With most of the ship's shuttles inoperative and several key systems failing, there was no time to go through any of the usual procedures for passenger debarkment and *Bold Endeavour* was not designed for planetary landings. Leurays brought the ship down anyway, crash-landing near the tiny island of Ayakea just off the coast of Yae. The colonists were revived from low berth and brought ashore as quickly as possible. Only a few people, surprisingly enough, were killed during the whole landing operation. Leurays died when the bridge flooded immediately after the crash, but his courageous decision in the face of a difficult dilemma proved to be the correct one and Leurays is still remembered as a hero in traditional ballads such as "Bold Endeavour."

The human colonists were handicapped by the loss of the ship but their makeshift colony began to prosper despite the difficulties. Their worst

problem was elbow-room for Ayakea was too small to support a large group for long. When the colonists built a vessel to explore the nearby coast, they first encountered the Aslan colony; a meeting which ended in bloodshed yet neither side could gain an upper hand. The humans had better technology and weapons but the Aslans had position, local knowledge, and a military prowess lacking among the human settlers.

Common sense prevailed in the long run; each group had much to offer the other. The Aslan colony was established and could offer food, shelter, and a base for expansion. The humans retained enough knowledge from their lost ship to boost local technology considerably. The two groups gradually amalgamated and the resulting society proved to be a delightful and stimulating blend of cultures and ideologies. Legends and traditions of the colony's history are fairly well preserved. The information presented here represents the best reconstruction possible at this time.

In the centuries since the amalgamation on Roakhoi the joint colony flourished. Today it comprises some 780,000 persons in a roughly equal racial mix. Most live on Yae and Ehle and the nearer small islands but settlements also cling to the coasts of Ooao, Wahe, Ayakea, Aia, and Ftiwe, with fisheries and small outposts throughout the Suastya Archipelago and in a few of the choicer parts of the southern coast of Oistea.

Aside from these coastal communities, Oistea is unsettled, barred by inhospitable conditions and rugged terrain to all but the most hardy explorers. The distant isles of Hlail, Eea, Aseal, Arlea, and Eauh remain uncolonized as well. Native expeditions have set off for some of these distant points but have not returned. Even the coming of offworlders fifty years ago has done nothing to open these regions up; too much remains to be accomplished around the settlements and personnel are in short supply ; two definite restraints on offworld scouting efforts.

GOVERNMENT

After the unification of the two colonies, the "governmental" forms of the better-established Aslan communities tended to become predominant. Family and clan ties are extremely important to both races on Roakhoi and the rule of various noble families is central to local government. A loosely organized feudal society has worked well among the islands and scattered settlements, with various towns and villages answering to local *landgraves* (*Iy'oikh*). Disputes between landgraves are not uncommon and frequently cause confrontations that range from fierce economic rivalry to open, outright warfare. Clans are loose associations of families of both races answering to a particular noble family or families from which the landgrave is drawn.

Fifty years ago, contact with offworlders gave rise to a significant new development in Roakhoi's governmental organization. Where a world government was never before considered either necessary or desirable, the coming of traders from the Aslan Hierate brought the question of mutual cooperation out in the open. The local landgraves would not deal in a piecemeal fashion since they feared the possibility of being frozen out of the lucrative

offworld trade. Luckily, the ideal mechanism for such dealings existed already in the form of the guilds. A new guild, the Kosnityeci, was formed, representing the interests of all of the major noble families on Roakhoi. The Guild has the final decision in matters affecting the interaction of the settlements with one another or with the offworlders. Meetings are held almost constantly (with varying degrees of attendance) at the special Guild Hall in Wayah, the "Strangers' Town" adjacent to the starport which is the only truly neutral ground on the planet.

Overall, laws are not strict in the settled areas of Roakhoi. Visitors passing through the starport are forbidden to carry high-tech, military-oriented weaponry past the Starport compound gates. All weaponry is forbidden in Wayah because of its special nature as neutral ground. Other communities have varying laws, usually dependent upon the vagaries of the local landgrave.

Referee's Note: The exact temperament of local government can be represented by use of the following system. Roll 20; this is the reaction roll which reflects the general attitude of the local landgrave. This attitude/reaction should be used as a guideline in attempts to deal directly with the landgrave or his close associates as the referee sees fit.

Law level for the settlement is determined by subtracting this reaction roll from 12. This is used for the most part to regulate harrassment by local law enforcement authorities (usually the Landgrave's Guard) but should not be taken as a certain indication of weapons allowed. This should be set as the referee sees fit, or by a completely separate reaction roll calculation.

SOCIETY

Roakhoi's unusual blend of cultures and long isolation gave rise to an unusual and interesting society. Technology on Roakhoi has progressed to the use of steam power, some lighter-than-air airship experiments, early telegraphy and wireless, and other inventions characteristic of a world well into a first industrial revolution. The social structure, however, is still strongly feudal; industrial and technological developments have done nothing here to promote the rise of a middle class. Rather, they sparked the rise of the female-dominated Guilds (Hrehwui). These guilds, connected to the noble families rather than in competition with them, have served to strengthen rather than erode the power of feudalism on Roakhoi.

The Guilds are associations which promote trade, commerce, exploration and progress. They finance and oversee shipbuilding, train individuals in areas of fiscal and managerial responsibility, and form a loose, informal forum for the settlement of inter-community trade and commercial disputes. Guild banks are an important part of the Roakhoi colony's economy. One guild, the Kosaityeei, supervises all matters of offworld trade at Wayah and Roakhoi starport. Powerful not only economically but in political and military strength as well (for the Guilds maintain their own naval and mercenary forces), each Guild is simultaneously an extension of a particular noble family and an entity endowed with considerable independence and freedom of action.

Guilds are usually associated with one or more industries or trades in a given city-state; they are local in nature but representatives of two guilds from different cities with similar interests often meet to consider mutual problems and means of cooperation. The primary exception to this general organization is the Kosaityeei Guild which includes members of a wide variety of noble families from all of the clans on Roakhoi, because the Kosaityeei was formed specifically to give the clans an equal voice in offworld relations.

Although Aslan customs and forms are the root of most of Roakhoi's culture, this is not to say that humans are excluded from power or prestige. Roughly 30% of the landgraves on Roakhoi, and an approximately equal percentage of senior Guild members, are human. Nor are power blocs, alliances, and other multi-clan arrangements by any means restricted or divided by racial lines; there is far more importance placed upon clan and family and what is best for them than is placed upon racial unity. Since clans are associations of families, it is not unusual to find a human landgrave with Aslan clanmates, often high in power and prestige (perhaps with an oldest daughter involved in, or running, a local Guild), or vice versa.

This racial mix has several important results. On Roakhoi, living under a corrupted version of old Aslan tradition, the inhabitants have embraced a form of the Aslan Code Duello—a ritual fight known as the *ahleakhekea,* or "judgement of honor"—as a means of settling disputes between individuals or groups. Humans, enjoying equal status with the Aslan on Roakhoi, often find themselves in direct confrontations with their Aslan counterparts, an unusual turn of events on worlds other than Roakhoi. Humans also fight with each other in the same fashion, just as Aslan members of the colony.

Aslan traditions for the ahleakheakea forbid the use of any weapons other than dew-claws. Humans are allowed to use the *aloi,* a sort of artificial dew-claw. In matchups between human and Aslan combatants, the Aslan advantages of size, strength and superior reflexes tend to give them an edge, but humans can and do win. The Aslans on Roakhoi, thanks to such duels, have developed a healthy respect and admiration for their human colleagues—who return those attitudes in equal measure.

The ahleakhekea, which is often a fight to the death on Roakhoi (unlike fights of similar nature in modern Aslan society), has helped to promote a culture which is among the most polite and softspoken societies yet discovered. Impolite or ill-mannered individuals of either species face frequent duels, which tends to weed out the more persistent offenders or at least encourage them to reform. The duels have tended to keep Aslans predominant on Roakhoi, though not to the complete exclusion of their human compatriots.

Though the society on Roakhoi is built from a primarily Aslan foundation, it is considerably different from the Aslan norm. Humans have not entirely abandoned their own ways and many of these new customs have been picked up by the Aslans just as humans have picked up the ahleakheakea and other Aslan traditions and customs. Visitors from the Hierate have often expressed great shock at some of the odd features of Roakhoi. By and large, Aslans, particularly male Aslans steeped in the tradition of their culture, are so horrified at Roakhoian society as to spurn contact with the locals.

Females of both races tend to follow the Aslan pattern by taking lead in the economic and managerial functions of society, while males are more frequently warriors and politicians (the upper class is referred to here). Among those of the lower class, these distinctions are much less important, as in the Hierate. However, human influences have led to some unimaginable (to the Aslan, at least) situations, such as the female Landgrave Ehelstaoa who has commanded her people in war against three different neighboring settlements over the last twenty years with a record of success as good as any male landgrave on Roakhoi.

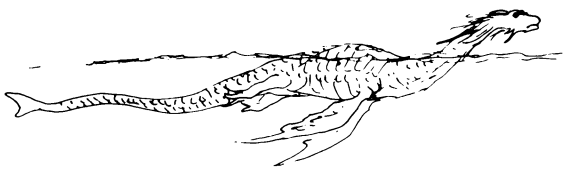
Equally unusual is the degree of social mobility open to the lower classes. Land, a warrior's reputation and money are keys to advancement in this culture, and the means for all are quite available to any who have the perseverance and talent to seek that advancement. This mobility is unusual both among the Aslan in general (where those desiring advancement must often wander far and wide in search of a landhold), and among feudal societies of human tradition. It is probably one of the prime reasons for the stability of Roakhoi's culture since those with the ambition and ability to rise may do so, instead of being chained to a given social strata (and becoming sowers of discontent and rebellion). Education is available from the Guilds for a price, often exacted in service. Traditions abound of young peasants who have risen to high places through learning, great deeds, and a determination to make good.

RANDOM ENCOUNTERS

The tables which follow may be used in place of or in addition to the usual Random Encounter tables from *Traveller* Book 3. They give encounters geared specifically for Roakhoi.

Explanation of Results: **L**—Character with Leader skill (level -1) with party. **M**—Mesh armor. **J**—Jack armor. **C**—Cloth armor. Two or more armor types separated by a slash mean referee's choice between indicated types permitted. **G**—Group has guns appropriate to tech and law levels. **B**—Group has blades appropriate to law levels. **P**—Group has pistols appropriate to tech and law levels. **Tech Level** indicates maximum level of any weapons or gear carried. **Gear** indicates possible equipment that might be carried. Belongings include clothes, luggage, and other reasonable equipment as the referee chooses. **Merchant gear** includes uniforms, ship identification, and, possibly, such gear as calculators, hand computers, small communicators, etc. **Tools** can include almost any type of tools or repair gear. **Company** indicates Tlasayerlaahal company uniforms, company ID, communicators, etc. **Uniform** indicates, in this case, uniforms, ID, and other appropriate military gear. Supplies indicate supplies of food, water, etc. **Any (ref)** leaves gear to the discretion of the referee. Specific vehicles may also be noted in this column.

Individuals of offworld origin are specified. The terms "Local" or "Offworld" indicate origin—race is up to the referee.



STARPORT Location (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapons	Tech Level	Gear
2	1D	Human Tourists	—	—	5+1D	Belongings
3	1D	Human Tourists	—	—	5+1D	Belongings
4	1D	Aslan Merchants	M/J	G	7+1D	Merchant
5	1D	Aslan Port Workers	—	—	11	Tools
6	1D	Aslan Adventurers (L)	J/C	G	7+1D	Any (ref)
7	1D	Aslan Port Security(L)	C	G	11	Company
8	2D	Human Adventurers(L)	J/C	G	8+1D	Any (ref)
9	1D	Aslan Port Officials (L)	—	P	11	Company
10	2D	Mixed Local Guildsmen (L)	J	B	4	None
11	1D	Human Merchants	J	GB	8+1D	Merchant
12	2D	Human Navy Crewmen	—	GB	9+1D	Uniform

WAYAH Location (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapons	Tech Level	Gear
2	1D	Offworld Noble with retinue (L)	C	GB	8+1D	Vehicle, as desired
3	1D	Local Beggars	-	B	9	None
4	1D	Local Traders	J	B	4	Belongings
5	3D	Local Rowdies (L)	—	B	4	None
6	1D	Offworld Merchants	J/C	GB	8+1D	Merchant
7	1D	Mixed Guildsmen (L)	J	GB	4	None
8	1D	Offworld Adventurers(L)	C	GB	8+1D	Any (ref)
9	2D	Local Noble with retinue	J	B	4	Vehicle beasts
10	1D	Local Police (L)	J	B	4	None
11	1D	Local Thugs (L)		B	4	None
12	1D	Offworld tourists	-		6+1D	Belongings

CITY COMMERCIAL Location (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapons	Tech Level	Gear
2	2D	Local Thugs (L)	—	B	4	None
3	1D	Local Peasants	—	B	3	None
4	1D	Offworld Adventurers (L)	J/C	GB	8+1D	Any (ref)
5	1D	Local Traders	J	B	4	Belongings
6	1D	Local Soldiers (L)	J	GB	4	None
7	1D	Mixed Guildsmen (L)	—	GB	4	None
8	1D	Offworld Adventurers(L)	J/C	GB	8+1D	Any (ref)
9	1D	Local Noble with retinue (L)	J	B	4	Vehicle beasts
10	1D	Local Beggars		B	3	None
11	2D	Local Peasants	—	B	3	None
12	1D	Religious Group	—	-	4	None

CITY GENERAL LOCATION (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapons	Tech Level	Gear
2	2D	Offworld Adventurers (L)	C	GB	8+1D	Any (ref)
3	1D	Local Traders		B	4	Belongings
4	2D	Local Beggars		B	3	None
5	1D	Local Soldiers on Patrol	J	GB	4	Uniform
6	2D	Local Peasants	--	B	3	None
7	2D	Local Workers	--	B	3	None
8	3D	Local Rowdies		B	3	None
9	1D	Local Fugitives	--	B	3	None
10	2D	Local Soldiers	J	B	4	Uniform
11	2D	Local Noble with retinue	J	GB	4	Vehicle beasts
12	1D	Local Religious Group	--	--	4	None

CITY WATCHKEEP Location (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapon	Tech Level	Gear
2	2D	Offworld Adventurers	C	GB	8+1D	Any (ref)
3	1D	Starport Officials	MK	PB	11	Company
4	2D	Soldiers	J	B	4	Uniform
5	1D	Mixed Guildsmen	J	B	4	None
6	2D	Local Noble with retinue	J	GB	4	None
7	1D	Local Servants	-	—	3	None
8	1D	Local Soldiers	J	B	4	Uniform
9	1D	Local Noble with retinue	J	GB	4	None
10	2D	Mixed Guildsmen	J	B	4	None
11	1D	Local Soldiers on Patrol	J	GB	4	Uniform
12	1D	Offworld Merchants	MK	B	8+1D	Merchant

SETTLED AREAS Location (5+, 1D) Roakhoi (C969543-4)

Die	Qty	Type	Armor	Weapon	Tech Level	Gear
2	1D	Local Hunters and Guides (L)	J	GB	3+1D	Any (ref)
3	2D	Offworld Adventurers (L)	C	GB	8+1D	Any (ref)
4	1D	Local Fugitives	—	B	3	None
5	1D	Local Workers	—	B	3	None
6	1D	Local Peasants	—	B	3	None
7	2D	Local Peasants	1	B	3	None
8	3D	Local Peasants	—	B	3	None
9	1D	Local Traders	—	B	4	Belongings
10	1D	Local Bandits (L)	J	B	4	None
11	2D	Local Soldiers on patrol (L)	J	GB	4	Uniform
12	1D	Local Noble with retinue (L)	J	GB	4	Vehicle beasts

WILDERNESS Location (5+, 1D) Roakhoi (C969543-4)

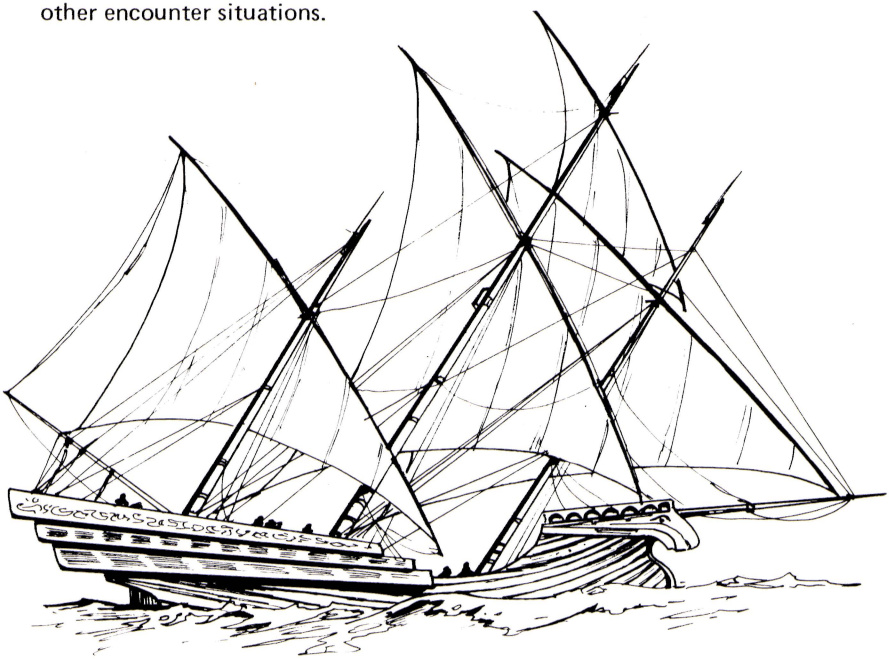
Die	Qty	Type	Armor	Weapons	Tech Level	Gear
2	2D	Aslan Co. Survey Team (L)	C	G	11	Vehicle-ATV
3	1D	Local Merchants	M/J	B	4	Vehicle beasts
4	1D	Offworld Hunters	M	GB	8+1D	Vehicle Air/Rft
5	Old campsite. Some useful items may have been abandoned here. Referee should determine what might be found.					
6	Trail. A path has been cleared. If followed towards the nearest coast, it leads to a sheltered bay. Followed inland, it leads to an open clearing where mining has been attempted.					
7	Recent local campsite. Fresh signs of a local expedition are found. On a 9+, a body, killed by a blade thrust, is discovered in nearby bushes. No weapons or valuables remain.					
8	Abandoned settlement. A small cluster of derelict buildings is discovered. These may yield useful local gear or weapons if searched.					
9	Cache. A pile of stones marks a cache left by a previous group of way-farers. It may contain food, supplies, or extra equipment.					
10	1D	Guildsmen (L)	J	B	4	Supplies
11	2D	Offworld Adventurers (L)	C	GB	8+1D	Any (ref)
12		Local Brigands (L)	J	B	4	Vehicle Beasts

RANDOM ENCOUNTERS AT SEA Roakhoi (C959543-4)

Die	Description	Type (1D)
1	Merchant ship carrying traders	LS1-3SS4-5ST6
2	Exploratory vessel chartered by offworlders	LS1-4SS5-ST6
3	Pirate vessel seeking prey	LS-4 SS5-6
4	Merchant ship carrying traders	LS1-3 SS4-5 ST-6
5	Fishing vessel carrying peasants	LS1 SS2-6
6	Exploratory vessel carrying guildsmen	LS1-3 SS4 ST5-6
7	Vessel damaged in storm (roll again)	—
8	Merchant ship carried by pirates	LS1-3 SS4 ST5-6
9	Exploratory ship diverted by mutineers	LS1-3 SS4 ST5-6
10	Flotsam from sunken ship (roll again); survivors on nearby island.	—
11	Life boats from sunken ship (roll again)	—
12	Small fleets on military expedition	Mixed

Note: Use this table any time a ship is encountered at sea. If "roll again" appears, roll 1D on the table to determine the general type of ship. A specific type—large sail (LS), small sail (SS), or steam (ST)—can be determined from the "Type" column. Crew and passengers can be armed and equipped as seems most reasonable. Tech Level 4 is the limit unless offworlders are aboard.

Sea encounters may be mandated by the referee or can be the results of other encounter situations.



PHILOSOPHY AND RELIGION

A variety of philosophical and religious ideas and concepts vie for dominance on Roakhoi, just as they do on any other world. The most unusual aspects of those on this world arise from the human/Aslan amalgamation.

For example, the tradition of cultural pride and devotion to the whole concept of the Aslan Culture which is often found among the Aslan has on Roakhoi been somewhat modified by the amalgamation. On Roakhoi, pride is bestowed upon the joint history of the colony and the accomplishments of all—human and Aslan alike—who have contributed to it. The story of the Third Officer Leurays manning the power console of *Bold Endeaver* as the water crashed into the bridge is as much a part of the Aslan tradition as the story of Hoikheroihaihkaukh and the unnamed Aslan youth who died saving the colony's last surviving doctor from the onrushing lava flow.

Philosophy on Roakhoi tends to promote inner calm, manners and an encouragement towards unselfish assistance to individuals in need. For the most part, the noble families are the only ones who have time and the inclination to worry about such abstract concepts—the lower classes are too busy trying to earn a living. Nonetheless, a certain preoccupation with honor, pride, and strength of character clings to all but a few.

Religions vary too, but often have many points in common. One common view is that Roakhoi is a place of punishment for the sins of those who have gone before and that a time will come when all of Roakhoi's people will find a safe haven elsewhere. The tradition may have roots in history; the world was settled by refugees in both instances and old legends of the lost landhold of Leahyakhyen and the intended colony on Andiros have no doubt filtered into the religious traditions of the world.

LANGUAGE

The native language of Roakhoi is designated Herlookhtu, and is of basically Aslan origin with considerable modifications and corruptions caused by human influences and the long isolation of the world. The language has been analyzed and memclips for computer language translators are available at Roakhoi Starport. It should be noted that these memclips are largely unavailable off Roakhoi; unless purchased second-hand, it is unlikely that one will turn up elsewhere.

Some natives speak Galanglic or other principal languages of the Imperium, and many speak Aslan; for the most part, understanding of these offworld languages goes down as Wayah and the starport are left behind. Roll 10+ for any particular native to understand an offworld language; allow a DM+2 for inhabitants of Wayah or Eialali.

The subtler nuances of offworld language may not be understood, and it is possible that messages will become garbled. The referee should oversee this aspect of communication.

ECONOMY AND TRADE

Despite the early problems which plagued settlers on Roakhoi, a stable and healthy civilization has developed there. The various islands and island subcontinents are fertile; agriculture and a thriving fishing industry are the mainstays of Roakhoi's economy. Raw materials are available in adequate, if not over-abundant, quantities on the islands and preliminary orbital surveys have indicated the possibility of large deposits of various raw materials in the unexplored uplands of Oistea.

Offworld trade is not yet a major factor in the economy of Roakhoi. The world has been classed 'Non-industrial', indicating a need for imported finished goods (particularly items of higher technology) in exchange for raw materials exports. Traders are usually most interested in the various spices of Roakhoi, particularly *tlaosierlahrau* (*"tlaospice"*). A gram of tlaospice can fetch up to Cr3 in some offworld markets; it is favored as a seasoning by both Aslans and humans on many planets.

Since Roakhoi is still far from the mainstream of either Imperial or Hierate civilization, there is as yet no solid connection between its economy and those of the major interstellar communities. As a result, offworld currency is not valid on Rakhoi, and it is necessary to exchange such currency for Roakhoian money before making purchases on the world. An exchange facility is maintained at the Starport for this purpose.

The basis of currency on Roakhoi is the *awea,* a copper-based coin worth about Cr.025 Imperial. The exchange rate is set at 40 aweas to the Imperial credit. Purchases made within the starport compound may be made with Imperial or Hierate funds but outside the starport, only the awea and its supporting monetary units are used.

Table of Currency
10 aawiw = 1 ouweaui
5 ouweaui = 1 awea
20 awea = 1 erihar

All of these forms of currency are coin, but guild-controlled banks do deal in drafts and letters of credit for large amounts of money. The primary weakness of this paper money is that it may not always be honored, especially in settlements on bad terms with the settlement where a draft was issued

SETTLEMENTS ON ROAKHOI

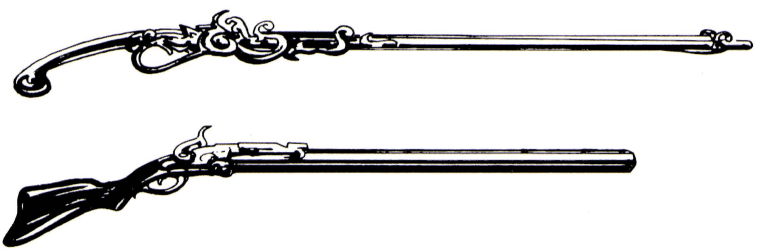
There are some 34 settlements on Roakhoi large enough to be considered cities. Of these, Eialali (with the companian city of Wayah at Roakhoi Starport) is the largest with a combined population of 73,600 people. There are four other large cities of 35-60,000 people apiece; these include Luraiys (54,000), Ehlestaoa (52,900), Teatrakhoktea (49,400), and Elaea (37,250). One other city, Mt. Prospect, has a population of 31,800, and could be included in this group of preeminent settlements.

The other cities on Roakhoi include eleven in the 20-30,000 range and nineteen with populations of less than 20,000. There are also many communities scattered among the islands which are considerably smaller.

Maps and more complete descriptions of two of the cities, Eialali and Luraiys, are provided on the next two pages. A third city, Ftarosaftektaihai, is described in greater detail in one of the adventurettes in this issue. Settlements on Roakhoi vary in layout according to a variety of factors, such as terrain and size, but share certain key elements, like the fortified Landgrave's Watchkeep.

Roakhoi Starport

Type:	Class C, Routine Quality installation; Tech Level 11.
Ownership:	Owned, operated, and maintained by Tlasuyerlaahel, an Aslan trading corporation.
Bases Present:	None.
Offices Present:	Tlasayerlaahel Liaison office; 112 employees excluding starport operating personnel. No other offworld companies are permanently represented.
Facilities:	8 Landing Bays. Two shuttle craft. One search and rescue G-carrier. Orbital station with accomodations for 50.
Services:	Berthing; Cr75 for landing plus 6 days stay. Cr70 for each additional day. Fuel: Unrefined fuel available for Cr70. Skimming and ocean refueling possible. Life support: Cr1400 per crew member and per high or middle passenger per trip; Cr70 per low passenger per trip. Repairs: Tech 11 maximum standard repairs. Higher tech levels require special orders on parts; time and expense much higher than standard rates. Shuttle Service: Cr7 per ton of cargo, one way. Cr50 per passenger, one way. Charters: Not available through port offices. Currency Exchange: Available at starport offices. Language Memclips: Local dialects plus common Aslan and Imperial languages always available for Cr150 per memclip.



Starport Commerce and Travel Data
Roakhoi Starport

Basic Passenger Availability (see Book 2): High 2D-1D Middle 3D-2D Low 3D-1D
Basic Cargo Availability (see Book 2): Major 1D Minor 1D Incidental: None

Distance	Destination World/Port/Travel Zone	Passengers High	Passengers Middle	Cargo Low	Cargo Major	Cargo Minor	Cargo Inc	Ship Availability
1	Ea (C)	-3	-3	-3	-2	-1		sched week*
1	Earlo (C)	-6	-6	-6	none	-5	-	sched week*
1	Gaajpadje (E)	-3	-3	-3	-1	-2	-	spec 9+
2	Htalrea (E)	-4	-4	-4	-5	0	-	spec 10+
2	Laroaetea (E)	-2	-2	-2	-1	0		spec 10+
2	Leaa (E)	-8	-8	-8	none	none	-	spec 10+
3	Fulton (C)	-5	-5	-5	-4	-3	-	spec 9+
3	Hrou (D)	-4	-4	-4	-3	-2	-	spec 10+
3	Lestrow (C) (Amber)	-10	-10	-10	none	-3	-	spec chtr only
3	Mirak (C) (Amber)	none	-12	-12	none	-5	-	spec chtr only
3	Rnald (C)	-5	-5	-5	-5	-4	-	spec 9+
3	Vincit (C)	-4	-4	-4	-4	-3		spec 9+
4	Andiros (C)	-4	-4	-4	-4	-3	-	spec 10+
4	Duncinae (A)	-4	-4	-4	-4	-3	-	spec 8+
4	Invermory (B)	-6	-6	-6	none	-5	-	spec 9+
4	Just (C)	-1	-1	-1	-1	0		spec 10+
4	Shamas (E)	-5	-5	-5	none	-5	-	spec 12+
4	Tearlach (E)	-4	-4	-4	-4	-3	-	spec 12+

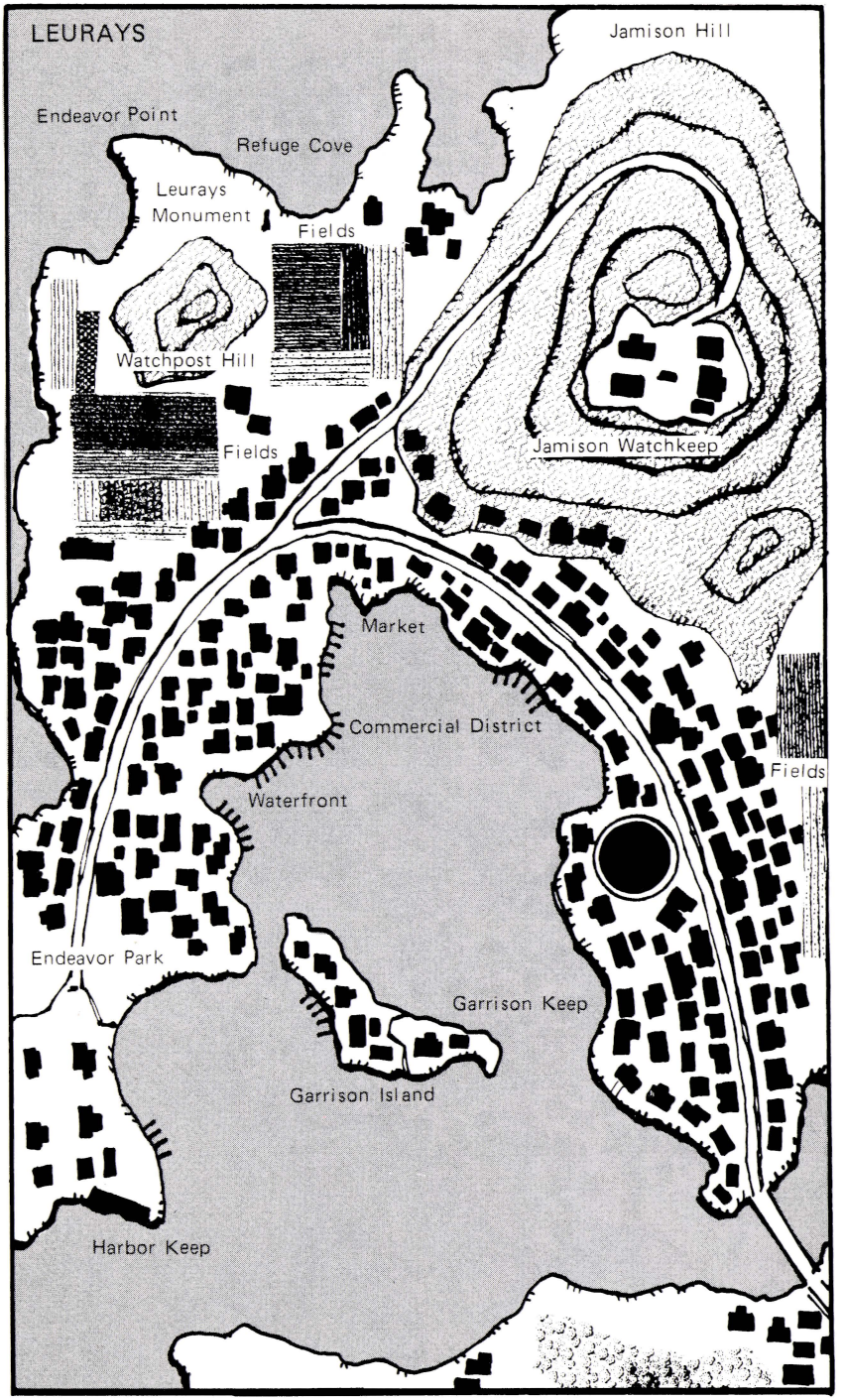
Luraivs (original name: Leurays)

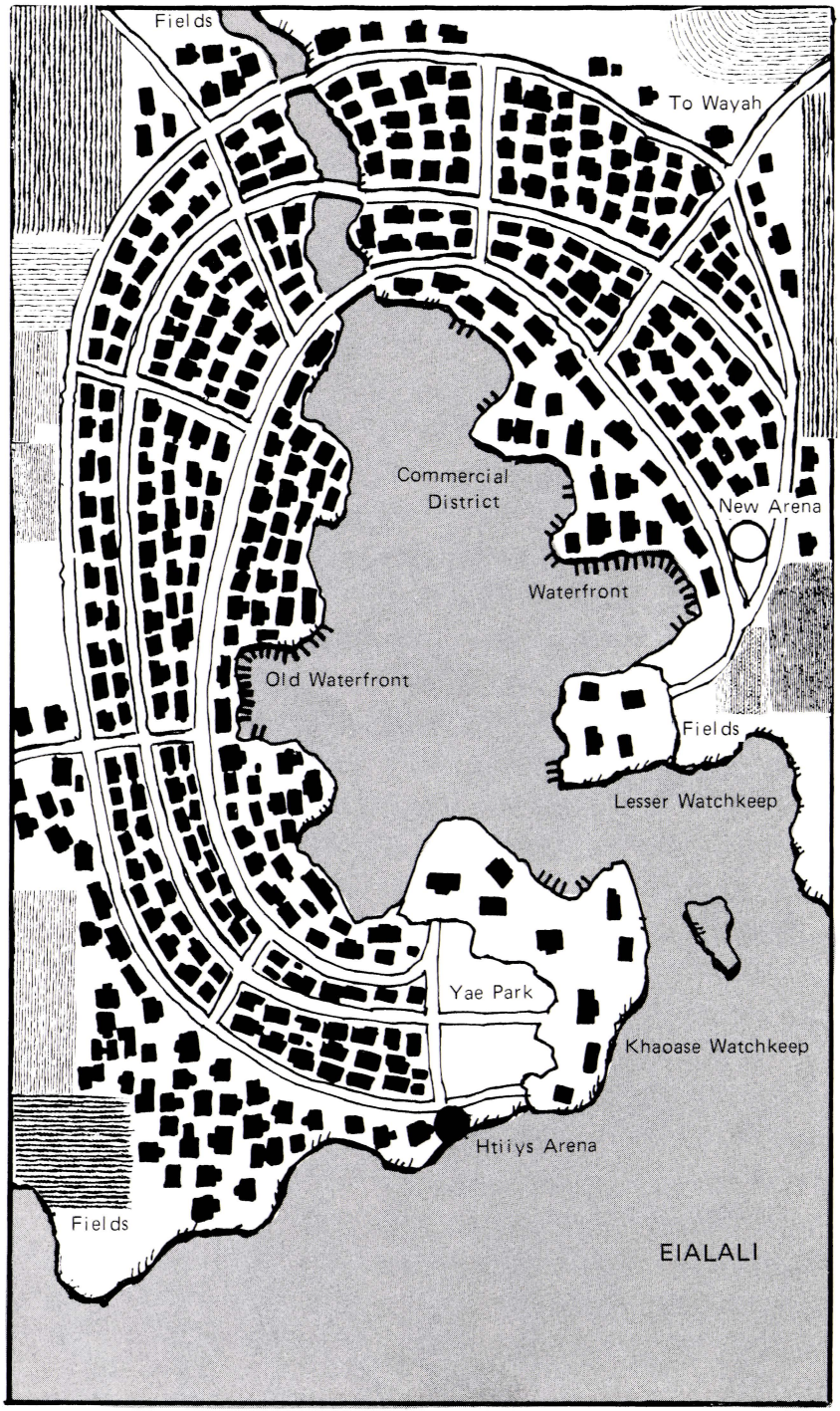
Oldest human settlement on Roakhoi, located on the island of Ayukea.
Population (1105): 54,000
Tech Level: 4
Law Level: 5
Government: Type J (local government by a single clan). Landgrave is a human of the Seiwaisaw (Jamison) family. (General Attitude = 7).
Mean temperature: Summer, 26° C; Winter, 22° C.
Annual precipitation: 185 cm.
Average humidity: 84%-
Imports: Foodstuffs, livestock, lumber, raw materials.
Exports: Manufactured goods, watercraft.
Industries: Manufacturing, shipbuilding, commerce, tourism.
Points of Interest: Endeavor Point, Refuge Point, Luraiys Monument (all three tied in with the original human colonists), Watchpost Hill (site of command post during the Battle of Luraiys), Seiwaisaw Watchkeep, Garrison Island, Endeavor Park, the Waterfront District.

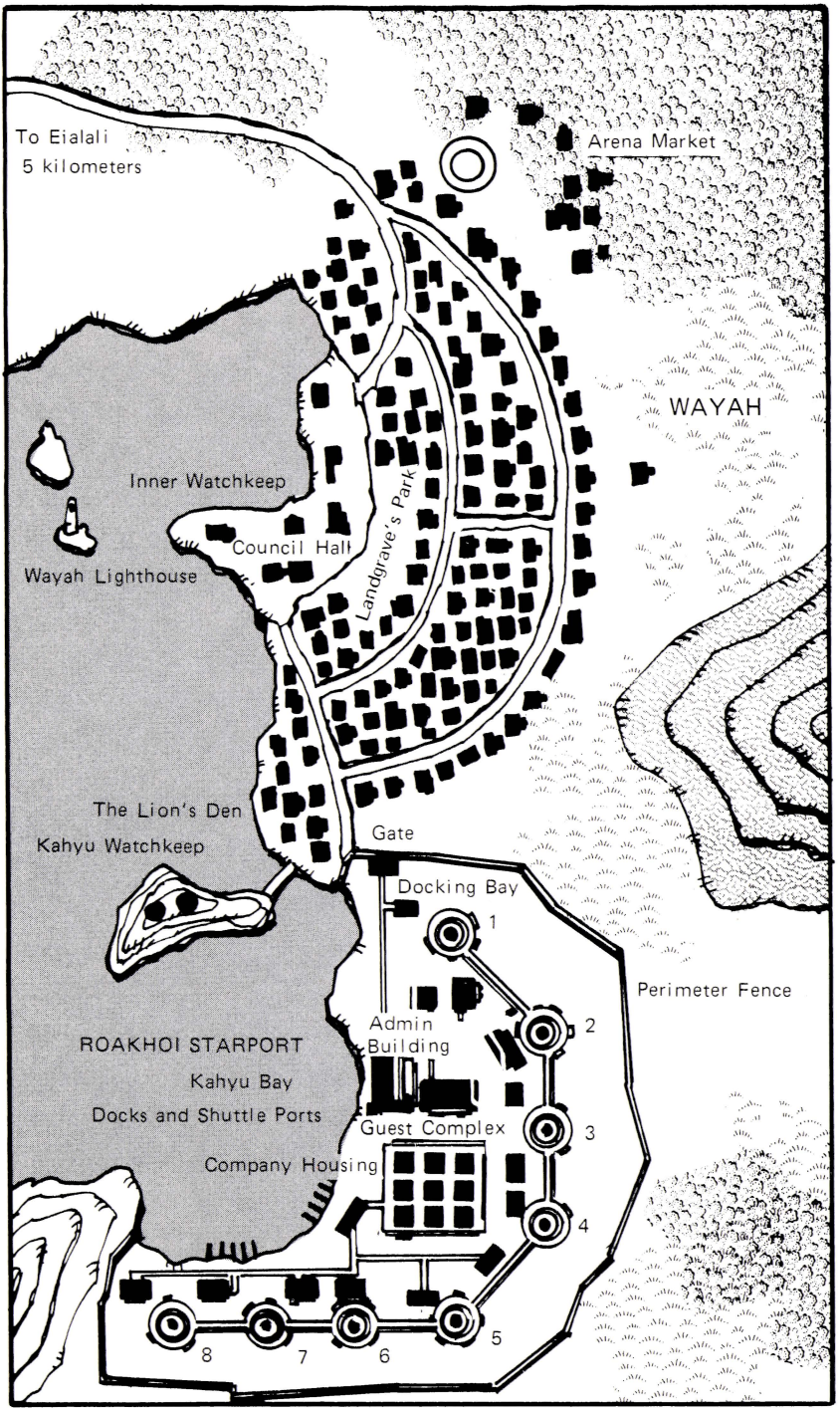
Eialali

Largest settlement on Roakhoi, located on the Island of Yue.

Population (1105): 57,400
Tech Level: 4
Law Level: 4
Government: Type J (local government by single clan). Landgrave is an Aslan of the Røaluahe clan. (General Reaction + 8).
Mean temperature: Summer,27° C: Winter, 25°C.
Annual precipitation: 200 cm.
Average humdity: 88%.
Imports: Raw materials, technology, manufactured goods (Rich 5-6).
Exports: Spices (primarily tlaospice), foodstuffs, manufactured goods, (tech 4).
Industries: Manufacturing, agriculture, fishing, commerce.
Points of Interest: Khaoase Watchkeep; the Old Waterfront District, Yae Park, Htiiys Monument (Yae Park), Htuys Arena, New Arena.

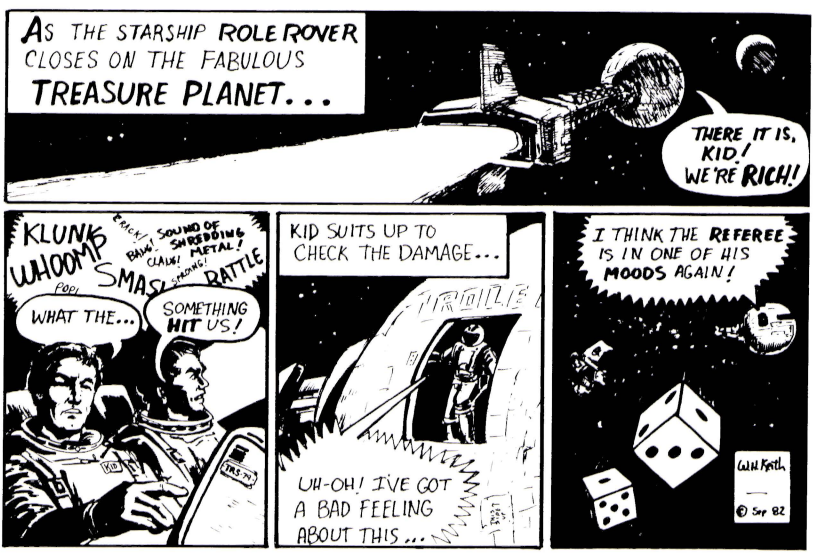

LEURAYS
Jamison Hill
Endeavor Point
Refuge Cove
Leurays Monument
Fields
Watchpost Hill
Fields
Jamison Watchkeep
Market
Commercial District
Fields
Waterfront
Endeavor Park
Garrison Keep
Garrison Island
Harbor Keep

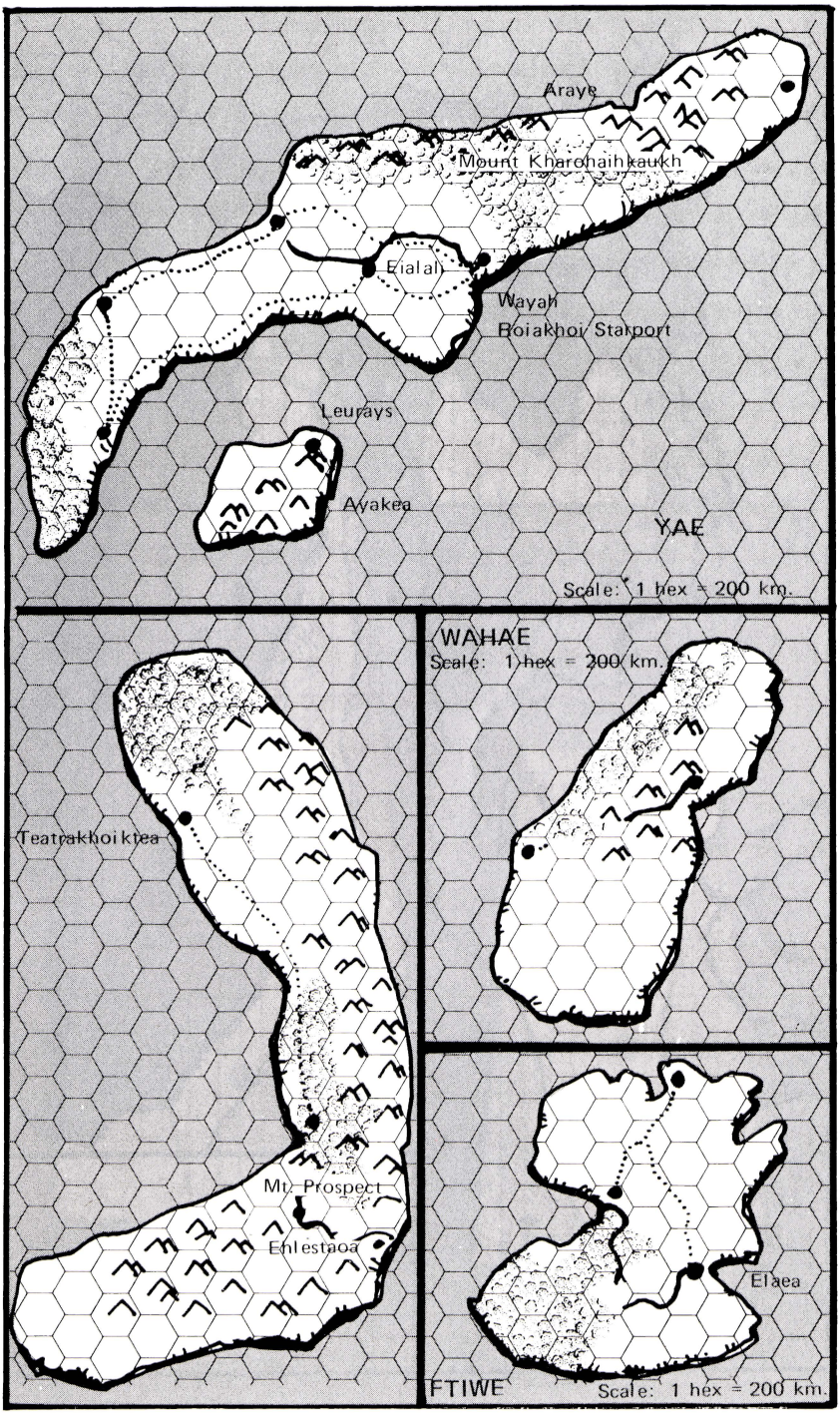

Fields
To Wayah
Commercial
District
New Arena
Waterfront
Old Waterfront
Fields
Lesser Watchkeep
Yae Park
Khaoase Watchkeep
Htiiys Arena
Fields
EIALALI

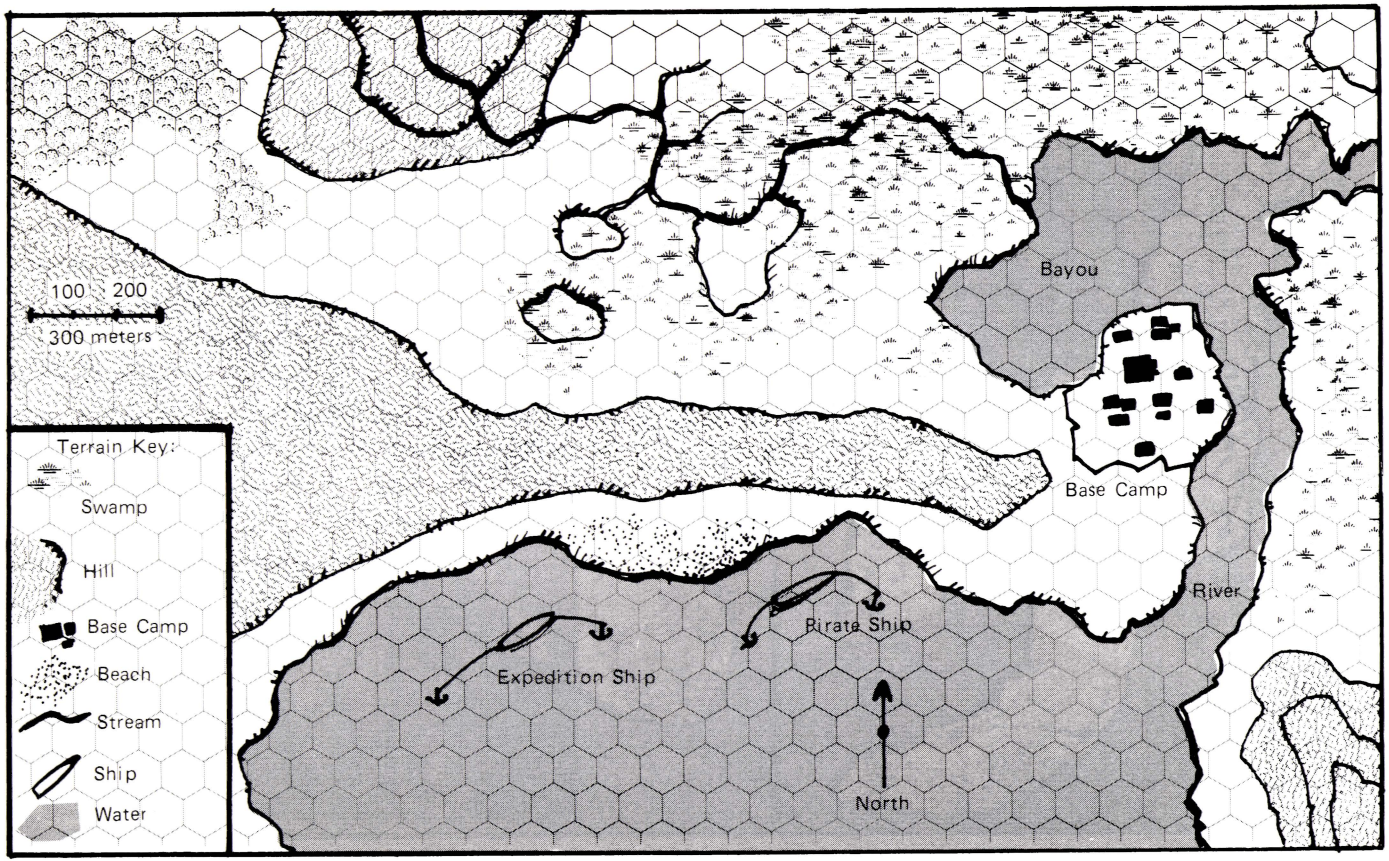

To Eialali
5 kilometers
Arena Market
WAYAH
Inner Watchkeep
Council Hall
Landgrave's Park
Wayah Lighthouse
The Lion's Den
Kahyu Watchkeep
Gate
Docking Bay
1
Perimeter Fence
Admin
Building
2
ROAKHOI STARPORT
Kahyu Bay
Docks and Shuttle Ports
Guest Complex
3
Company Housing
4
5
8
7
6

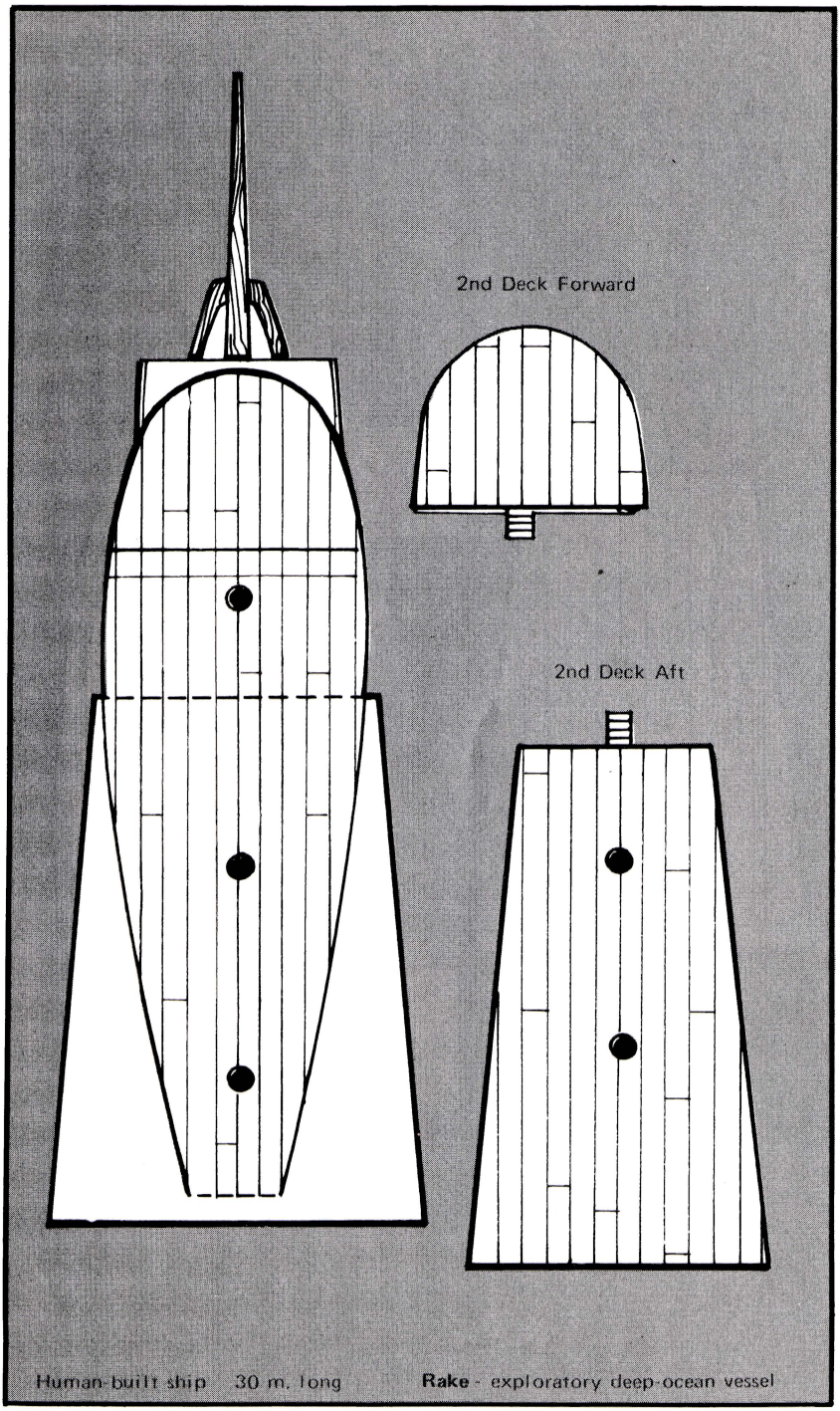
Starport settlement and seat of planetary government on Roakhoi.
Population (1105): 17,200
Tech Level: 4
Law Level: 4
Government: Type G (local government by an Aslan corporation). Government conducted by representatives of the Kosaityeei Guild. (General Reaction = 8).

Mean Temperature: Summer, 27° C; Winter, 25° C.
Annual precipitation: 200 cm.
Average humidity: 88%
Imports: Manufactured goods, foodstuffs.
Exports: No major exports. Wayah serves as point of transfer for offworld cargoes but contributes little to the trade itself.
Industries: Tourism
Points of Interest: Landgraves' Park, Inner Watchkeep, Guild Hall, Wayah Lighthouse, "The Lion's Den" bar.

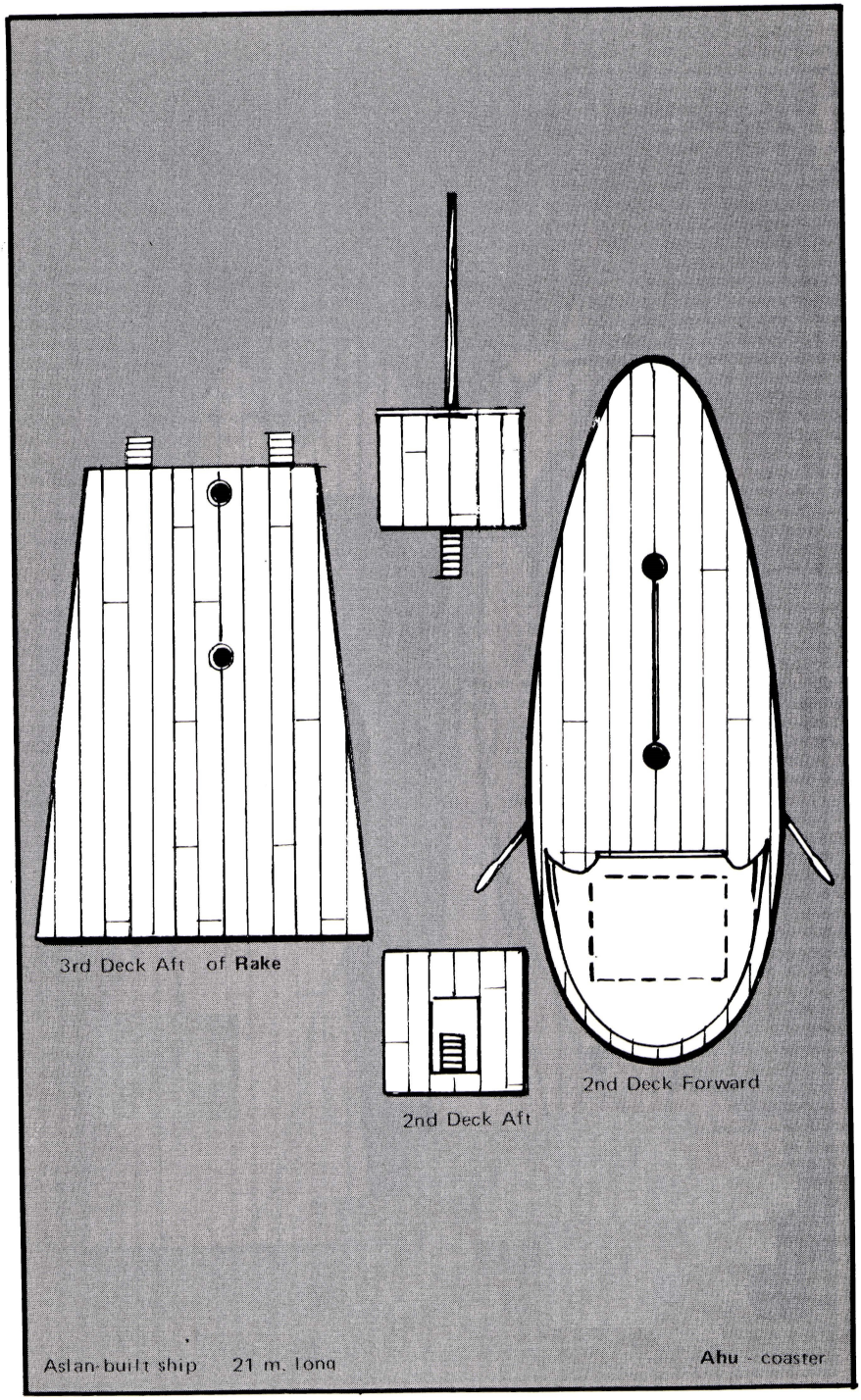


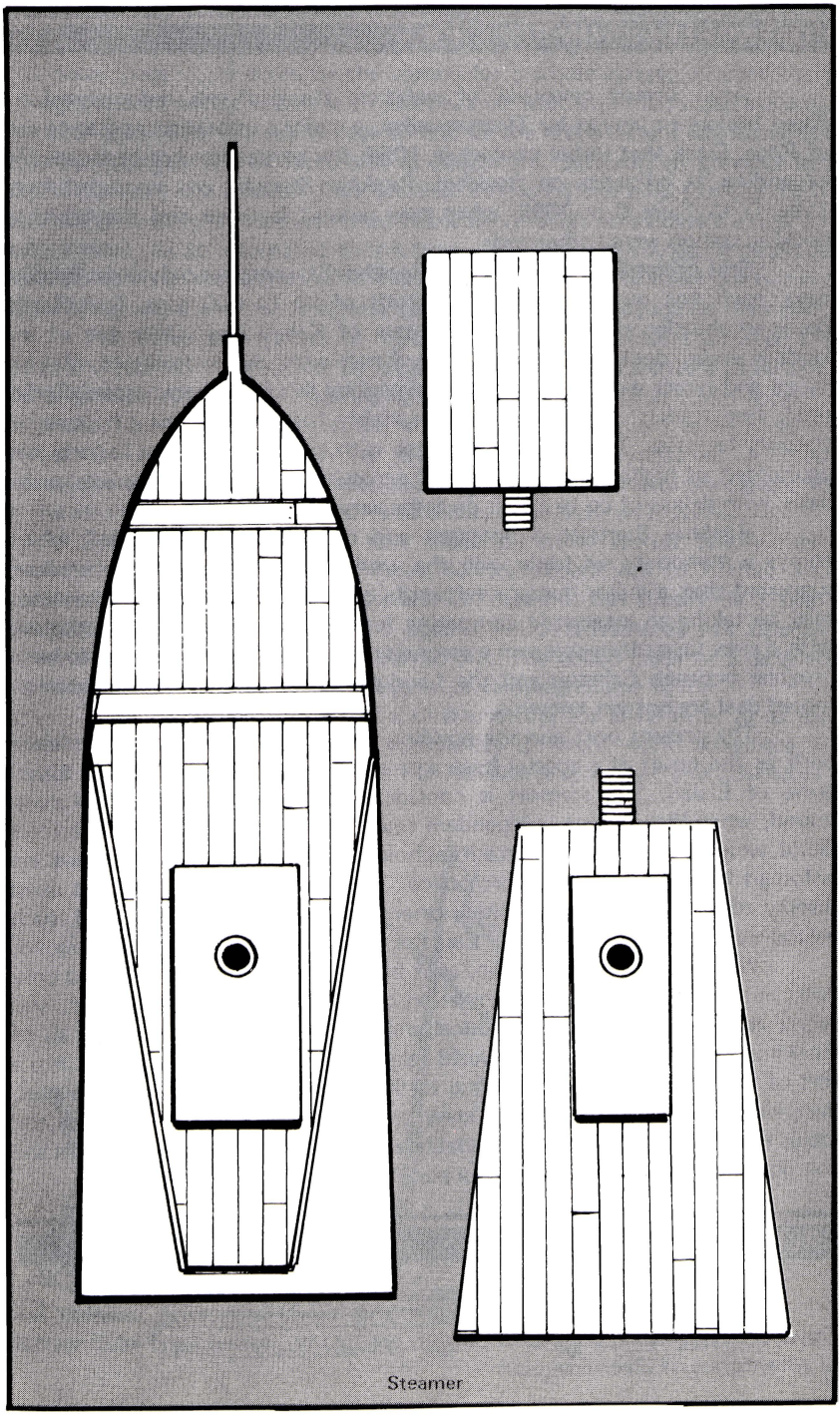

Arayo
Mount Kharohaihkaukh
Eialal
Wayak
Boiakhoi Starport
Leurays
Ayakea
YAE
Scale: 1 hex = 200 km.
WAHAE
Scale: 1 hex = 200 km.
Teatrakhoiktea
Mt. Prospect
Ehlestaoa
Elaea
FTIWE
Scale: 1 hex = 200 km.


100 200
300 meters
Terrain Key:
Swamp
Hill
Base Camp
Beach
Stream
Ship
Water
Bayou
Base Camp
River
Pirate Ship
Expedition Ship
North



Human-built ship 30 m. long **Rake** - exploratory deep-ocean vessel


3rd Deck Aft of Rake
2nd Deck Aft
2nd Deck Forward
Asian-built ship 21 m. long
Ahu - coaster


Steamer

OFFWORLDERS ON ROAKHOI

After several centuries of isolation, Roakhoi was rediscovered by Aslan traders employed by Tlasayerlaahel, a major corporation operating out of Roaa. Since that initial contact in 1058, the corportion has been steadily expanding its influence on Roakhoi. Roakhoi Starport was upgraded from Type D to Type C in 1098 when new ground facilities and the orbiting-docking station were completed.

Still primarily a trading post, Roakhoi Starport has only eight landing bays, each one outfitted to accept ships of up to 500 tons. Specifically designed shuttlecraft dock in the waters of Kahyu Bay. Only one of the landing areas, docking bay No. 1, is fitted with repair facilities. Maintenance and repair work can often be delayed by this bottleneck, especially for small free traders. Company ships invariably have precedence of access to starport facilities. The starport operates with a Tech Level of 11; parts and equipment of higher tech levels are of necessity imported on a special-order basis, with delays of up to a year on some very high-tech items.

Roakhoi Starport is operated and owned by Tlasayerlaahel, which enjoys a monopoly on trade with the world. Recent events, however, have suggested that a major human mercantile company, Caledon Ventures, Inc., may be taking an interest in competing for the Roakhoi trade. Negotiations with a view towards opening up a second starport facility are thought to be in progress between Caledon and the Landgrave of Elaea. aDetails of this rumored deal are not yet known.

The present port and the budding town of Wayah adjacent to it were built as the result of a special lease agreement signed by the previous Landgrave of Eialali. The starport is considered to be an extraterritorial compound, while Wayah is an independent town administered by the Offworlders Guild which supervises all extra-Roakhoian trade. Within the port, laws are enforced by Tlasayerlaahel port police. They are not restrictive, but open display of high-energy and military-oriented weaponry is discouraged; such weaponry is not permitted at all past the varlous gates out of the compound.

Wayah is an unusual town, as it has grown up to serve two, and only two, purposes. First, it is the meeting place of the Kosaityeei Guild, and serves as the main focus for political and economic dealings affecting all of Roakhoi and/or the world's offworld relations. Wayah has also grown into a sort of "Startown" district, catering to the offworld presence on the planet. Port employees, visiting starship crew and other transients find Wayah the major source of entertainment available around the port. Facilities within the compound being limited, Wayah is a popular town for visitors.

REFEREE'S NOTES

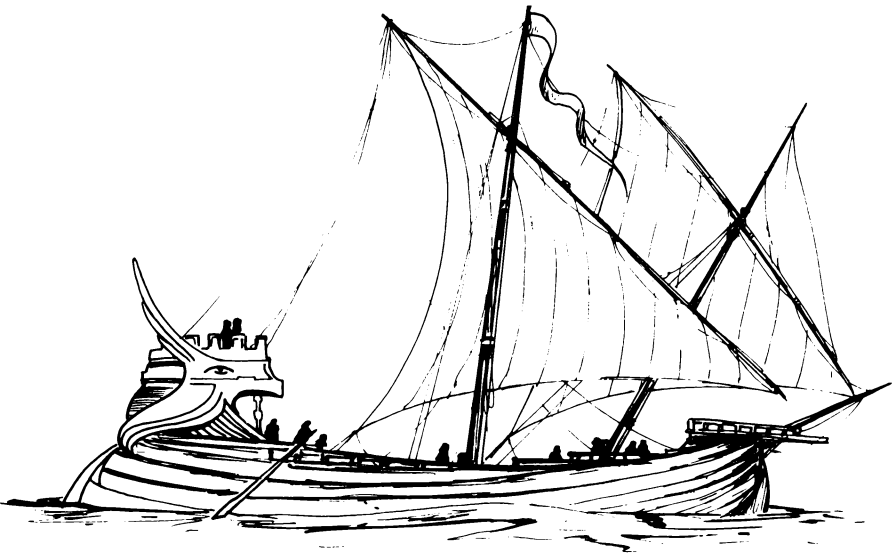
The planet Roakhoi is a unique and highly interesting location for *Traveller* adventures. The possibilities are many, varied, and will appeal to adventurers of diverse tastes.

For those most interested in exploratory adventures, a prospecting trip into Oistea as portrayed in the adventurette "Night Rescue" presented in this issue, page) could be the setting for a whole campaign; combining voyages aboard native vessels with journeys on foot into the rugged uplands. Another possibility is a sea voyage to one of the more distant islands where unknown dangers will be faced almost constantly. Survivors of previous lost expeditions are one possible find; another intriguing one might be the discovery of an intelligent race native to Roakhoi (though no evidence exists for such a race). As an alternative to this type of exploratory voyage, it might be possible to involve adventurers in a crash landing in one of these unexplored regions, forcing them first to survive and then to make a voyage on their own.

For those who prefer to travel in less uncomfortable settings, the cities and town offer a variety of locales for interesting adventure situations. Some possibilities include disputes between landgraves which could accidentally catch adventurers in a serious situations or cause them to be hired to defuse the situation--possibly as employees of Tlasayerlaahel. Another alternative could involve corporate skullduggery, with adventurers caught up in the attempts of Caledon Ventures to secure a toe-hold on Roakhoi.

Other adventures could take place on other worlds briefly mentioned in this article. Mining on Auya, salvage expeditions to Rikhao, and similar situations are certainly possible. Or Roakhoi can simply be a stopover, a well-developed background against which adventures not directly connected with the world can be played out. The added color of a detailed background can do much to make a game or campaign come to life.

Whether Roakhoi serves as a direct setting for adventures or as the model for the development of a completely different world elsewhere, it should serve as a fascinating source for *Traveller* excitement and adventure.



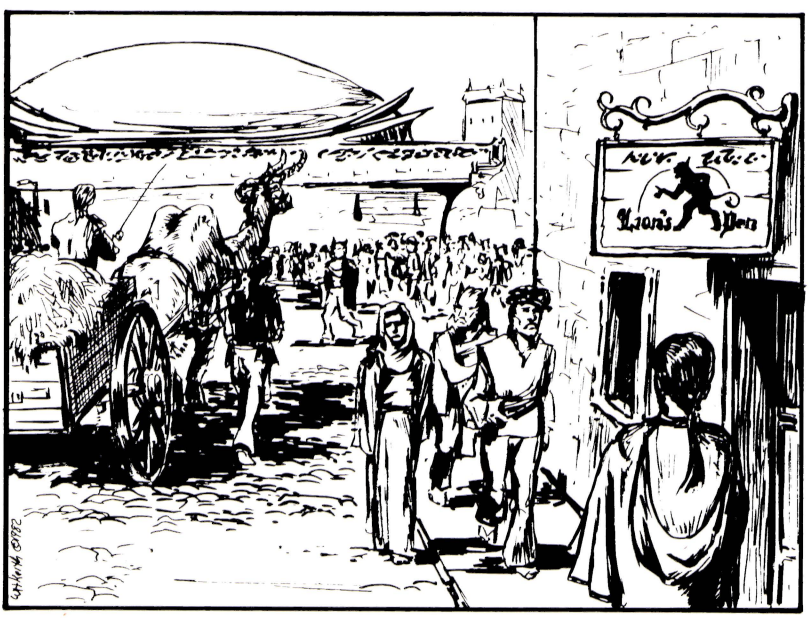
Where the Action is...

THE LION'S DEN

In Wayah, the settlement catering most to offworlders on Roakhoi, several popular taverns offer food, drink and entertainment. Visitors, ship's crews, starport personnel, tourists, and locals mingle in Wayah and congregate at these various pubs. Probably the best-known of Wayah's several taverns, however, is The Lion's Den. Visitors to Roakhoi soon learn that this tavern is one of the best when it comes to meeting people, learning the latest news, or finding work. In Wayah, it is where the action is.

First opened under another name twenty-three years ago, The Lion's Den received its name from its last owner, Luurushar Kulami, an offworlder renowned for his friendship with an Aslan merchant and several local Aslan citizens. When offworld customers started referring to the establishment in jest as "The Lion's Den", thanks to the large Aslan clientele, Kulami liked the name and adopted it.

Six years ago Kulami lost the deed to the Lion's Den in a fierce game of *gilku* against a young lady of Caledonian origin, Alice MacDonald. After the game, Kulami disappeared, but he is reputed to have been very angry and bitter over his loss...and is said to have threatened Alice's life. When she first won the game, Alice MacDonald had hoped to sell the bar and return to Caledon in style; however, a number of debts and other problems kept her from going through with her plans. By the time it would have been possible to leave, Alice had discovered that she liked the business, the atmosphere and the excitement of running her little tavern. She still talks about leaving but it is recognized by all her regulars as an idle threat which will never be carried out.



A fairly typical example of bars and taverns found in the better neighborhoods of law-tech worlds, The Lion's Den is a small but busy establishment with a good location (just a short distance from the Starport Compound gate). It draws a mixed bag of local residents, planetary natives in Wayah on business (including visiting nobles present on business with the Planetary Council), starport personnel and visiting offworlders. The tavern consists of two large common areas filled with booths, tables and the bar, plus a third area which holds the kitchen, storerooms, and office space. A small upstairs apartment can be reached by stairways from one of the offices or from the alley outside. Alice MacDonald lives in this small suite of rooms.

The Lion's Den is hardly a fancy place; the fare is mostly of local origin (though Alice does import some offworld food and beverages to supplement the standard stocks). Such offworld imports are naturally rather high in price. A meal at The Lion's Den costs between 15 and 60 awea per person, depending upon size and other details.

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Referee's Information: The Lion's Den is a useful place from which to begin adventures and/or pick up information about Roakhoi. The Patron Encounter Table provided in this article can help spur many worthwhile adventure ideas or the referee can freely substitute additional ideas.

The map, geared to the standard scale of 1.5 meters per square, can be used in any instance where a physical representation of the tavern is necessary. If desired, it can be blown up for use with Martian Metals figures and furniture to resolve barroom brawls, break-ins, and a variety of other encounters.

The Lion's Den can itself be the source of one or two interesting adventures. Travellers might seek work at the bar or they might be caught up in attempts by the former owner to avenge himself on Alice MacDonald. This can be expanded into a good, solid adventure that can lead to other situations on Roakhoi.

Finally, the referee should feel free to use this as a model for other similar establishements on other worlds. Details of layout may be changed and certainly specific patron encounters may alter, but the general nature of the tavern and what can be done with it will remain constant.

PATRON ENCOUNTERS

The Lion's Den is an excellent place to meet potential patrons or learn worthwhile information. Normal patron encounter procedures should be followed but the table below provides patron encounters geared specifically to Roakhoi. The referee should feel free to substitute patron or rumor encounters to spark adventures of his own devising.

Die	Encounter
11	Offworld Merchant (Age 38, 7767D7). A representative of Caledon Ventures needs a ship to conduct a survey for possible starport sites in the islands.
12	Local Merchant (Age 46, 857B86). The skipper of a small native sailing craft is looking for crewmen to make the Ehlestaoa–Ftarosaftektaihai run on Ehle.
13	Offworld Scientist (Age 50, 5879B6). An archeologist is interested in excavating the original Aslan colony; Araye.
14	Local Noble: (Age 38, A988CE). The Landgrave of Luraiys seeks to locate the sunken remains of *Bold Endeavor*, the crashed human colony ship, in order to salvage relics of historical and symbolic value.
15	Local Merchant (Age 30, 9BC685). Sea captain needs crewmen for a trading voyage to the Suastyas Archipelago.
16	Rumor: One of the presumably "lost" expeditions to Eauh actually turned pirate and is operating out of one of the islands south of the main colony.
21	Local Guild Representative (Age 34, 6S899S). One of the local guilds is raising a sea expedition to journey to the unexplored islands of the Far East.
22	Local Noble (Age 54, 45A58C). A large reward is offered to anyone who can recover his daughter last seen on a guild expedition into the east.
23	Offworld Tourist (Age 26, 764868). A stranded tourist will pay twice the usual high passage price to get off Roakhoi.
24	Offworld Mercenary Officer (Age 42, 98B886). Troops in the employ of the landgrave of a small island settlement needs a ship to carry out reconnaisance flybys.
25	Aslan Scientist (Age 38, A6B9A5). An Aslan survey team desires a spaceship to take them to the island of Arlea.

26 Rumor: The settlements of Ehlestaoa and Ftarosaftektaihai are on the verge of war.

31 Local Guild Representative (Age 42, 596AAA). A guild expedition is being organized to search for mineral deposits in the Uplands of Oistea.

32 Local Noble (Age 30, 97B866). The representative of a local landgrave wants to hire offworlders with military experience to train the landgrave's army.

33 Offworld Merchant (Age 26, 9A7988). A representative of Caledon Ventures offers a salvage contract for the recovery of equipment in Rikhao.

34 Offworld Merchant (Age 34, A96775). A visiting far trader will give working passage to a qualified doctor and steward to take care of a travelling Aslan nobleman.

35 Offworld Scientist (Age 54, 364AA6). A geologist plans to outfit a native expedition to travel to Oistea but needs offworlders to help him manage it.

36 Rumor: The volcano Hoikherahaikaukh could erupt again at any time.

41 Playboy (Age 38, 877789). A wealthy offworld dilettante wants to hunt a dangerous animal in Oistea.

42 Offworld Crewmember (Age 26, 89B664). A crewman from a visiting free trader wants to find the local girl he met on his last stop but will not be able to leave the starport compound for several days.

43 Offworld Belter (Age 38, 998753). A belter claims to have the orbital coordinates of a valuable asteroid in the Afyeaw ring system. He needs a ship to find it, as his own has been impounded for safety violations.

44 Offworld Journalist (Age 30, 869887). A roving journalist is searching for an offworld nobleman who vanished during a hunting expedition to Oistea.

45 Offworld Merchant (Age 42, 675986). A trader with a very valuable cargo needs passage for himself and his merchandise. His ship is down for repairs but he must be on Dunmarrow within two months.

46 Rumor: Trade opportunities are opening up on the nearby world of Gaajpadje.

51 Offworld Spy (Age 34, 78B965). A man claiming to be a speculative buyer from Marlheim—actually an agent of the Grand Duchy with important information about Roikhoi's political alignments—wants passage to Marlheim.

52 Local Smuggler (Age 38, AA9856). A native ship captain is looking for a crew. He is wanted by several landgraves for smuggling.

53 Offworld Broker (Age 30, 678A97). A broker from the starport has a good buy on a cargo of tlaospice for anyone who is interested in buying it.

54 Local Guild Representative (Age 46, 5479AA). An influential guild wants to hire individuals to help in a plan to keep two landgraves from going to war.

55 Local Noble (Age 22, 97AA8C). The youngest son of a local nobleman wants desparately to travel to another world against the wishes of his family.

56 Rumor: An offworld ship lost power during a descent from orbit and crashed somewhere to the east, probably near Aseal or Arlea.

The numbers 61-66 are reserved for additional ideas of the referee's devising.

CHARACTERS AT THE LION'S DEN

Alice MacDonald
Owner 596876 Age 30 3 terms Cr25,000
Carousing-1, Gambling-1, Admin-1, Streetwise-1 Revolver

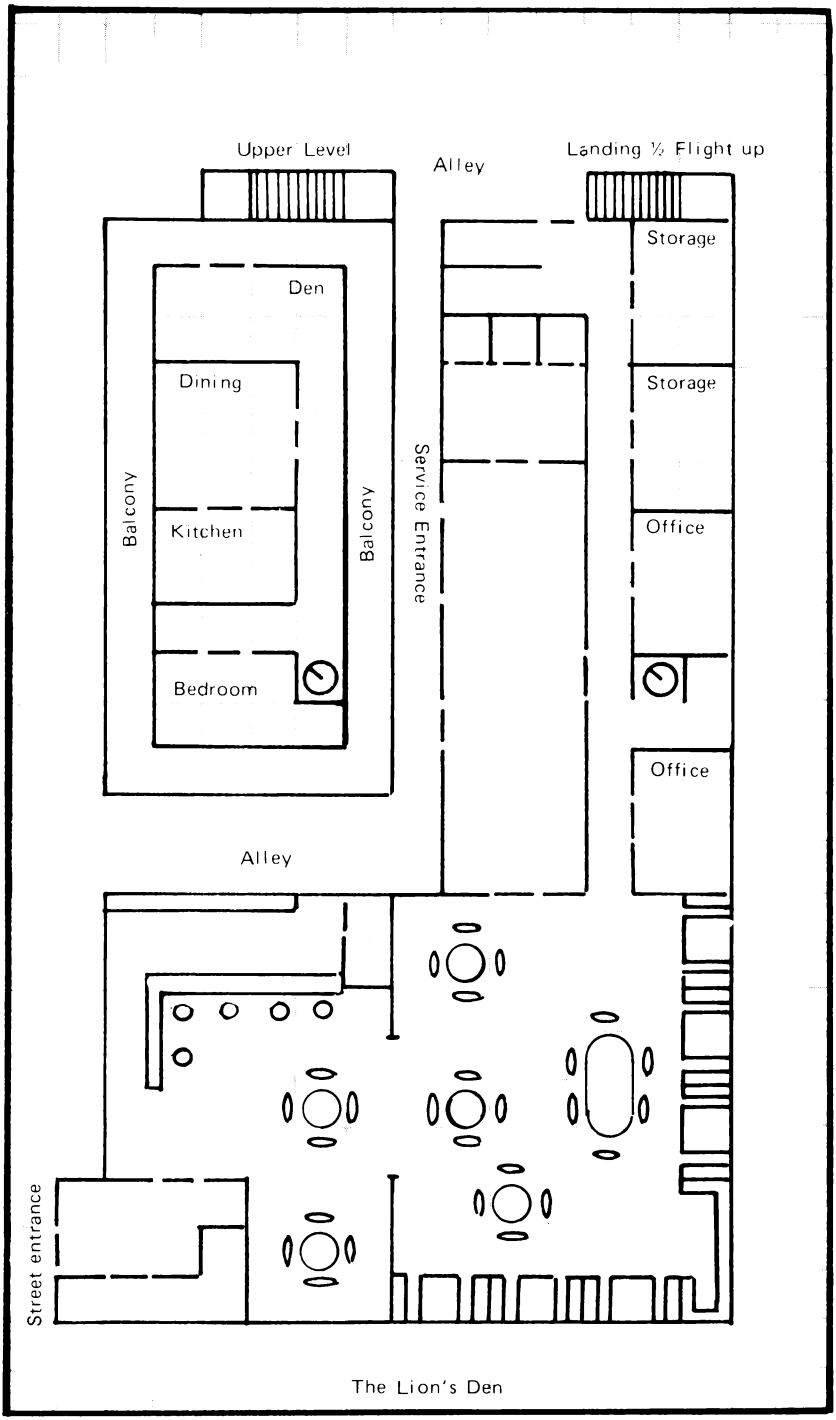
A free-spirited, adventurous young lady. Alice set out ten years ago to see the Universe and somehow ended up as a saloonkeeper. She is still fascinated by stories of far places and exotic adventures; travellers often find that a good yarn will earn a free drink or two. Alice MacDonald is a sturdy independent sort and enjoys games of chance and strong liquor.

Eneri Kaanishi
Bartender 87A685 Age 42 6 terms Cr8,000
Streetwise-3, Shotgun-2, Admin-1, Bribery-1 Shotgun

A man with seemingly unlimited contacts, Kaanishi can almost always steer people to patrons, jobs, or sources within Wayah. Taciturn and grim, Eneri Kaanishi is not an easy man to get to know (Reaction roll DM-2); but once he becomes a friend, he remains one for life.

Luurdashar keeps a shotgun under the bar which he uses any time things get out of hand in the tavern.

The remaining staff of The Lion's Den includes six servers (two on duty at any given time), three cooks, a singer, and Kouhea, a hulking Aslan who acts as bouncer and bodyguard for Alice MacDonald. She is usually looking for extra bouncers and is sometimes willing to hire entertainers (singers, musicians, etc.) as well.



The Lion's Den

PILOTS GUIDE TO EA SUBSECTOR

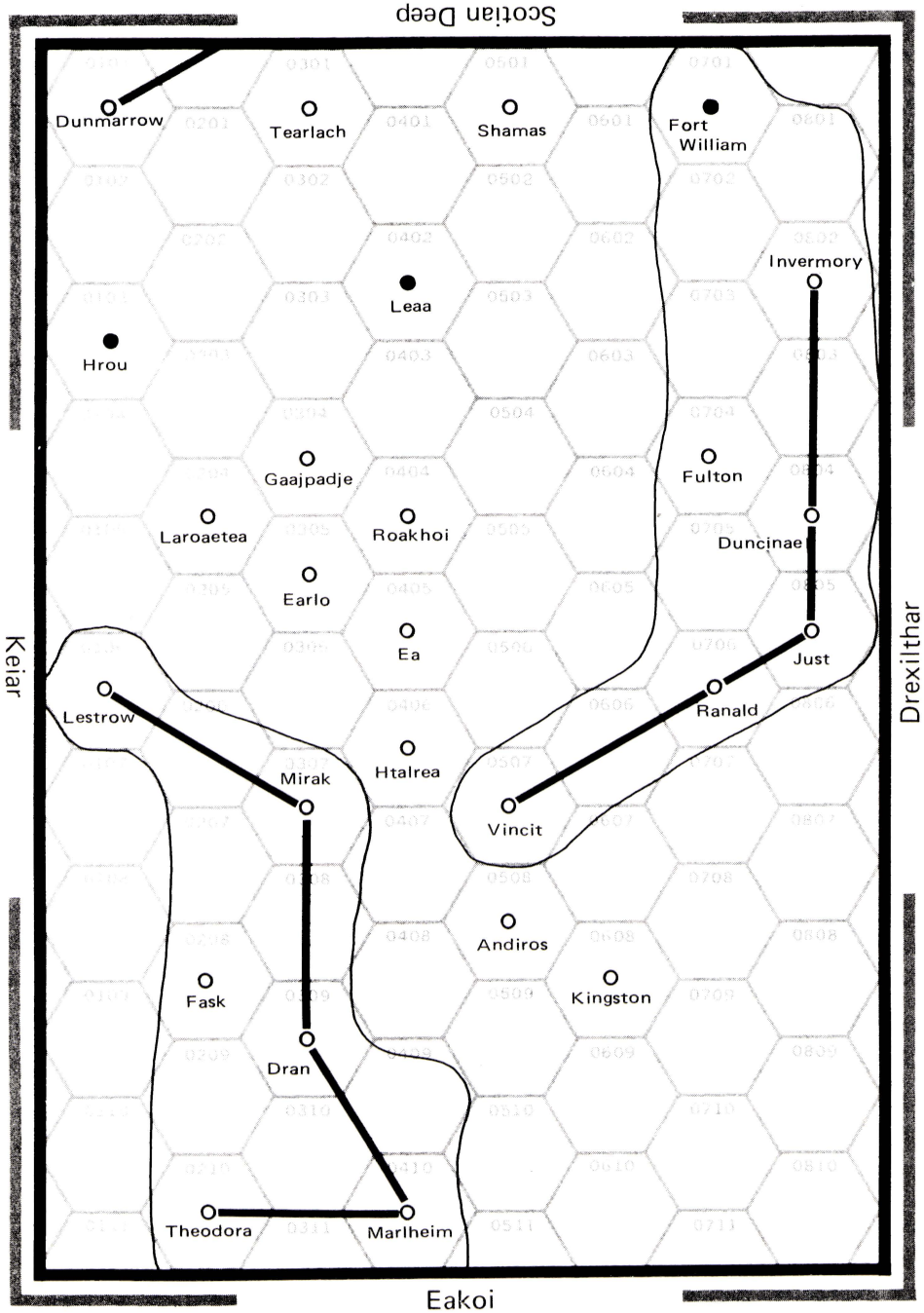
Originally explored by Aslan traders and clan scouts looking for new territory, the Ea Subsector has been the scene of numerous confrontations between humans and Aslans in competition for the same real estate. During the era of the Reaver Warlords, several small human states sprang up here; as a result, competition is stiff.

Two substantial human states, separated by a scattered band of unclaimed independent worlds, dominate this region. The Grand Duchy of Marlheim is a tightly controlled, expansionist totalitarian state. The Confederacy of Duncinae is a less restrictive interstellar community with close ties to the Principality of Caledon to coreward.

Htalrea, lying between the two states, is a primitive world hitherto of greatest importance to Aslan traders. It is the home of the risth, a large dangerous predator whose scent glands are a source for rare and expensive perfumes.

NAME		STATISTICS		REMARKS	
Dunmarrow	0101	B444653-A	S	Agricultural. Non-industrial.	
Hrou	0103	D200579-8		Non-industrial. Vacuum world.	
Lestrow	0106	C798764-8		Agricultural.	A G
Laroaetea	0204	E556555-6		Agricultural. Non-industrial.	G
Fask	0208	C9868AA-8			A G
Theodora	0210	B857563-A	A	Agricultural. Non-industrial.	A G
Tearlach	0301	E569749-8		Rich.	G
Gaajpadje	0304	E667874-4		Rich.	G
Earlo	0305	D242102-7		Non-industrial. Poor.	G
Mirak	0307	C766763-A	N	Agricultural. Rich.	A G
Dran	0309	C451566-9		Non-industrial.	A G
Leaa	0402	E100488-9		Vacuum world.	G
Roikhoi	0404	C969543-4		Non-industrial	G
Ea	0405	C7586AA-7		Agricultural. Non-industrial.	G
Htalrea	0406	E767610-0		Agricultural, Non-industrial	
Marlheim	0410	A5759A8-B	N	Industrial. Grand Duchy Capital.	A G
Shamas	0501	E456305-6		Non-industrial	G
Vincit	0507	C8987A9-8	N	Agricultural.	
Andiros	0508	C799566-8		Non-industrial.	G
Kingston	0608	B764994-C	N		G
Fort William	0701	C240467-A		Non-industrial. Poor. Desert world.	
Fulton	0704	C98A788-9		Rich. Waterworld.	
Ranald	0706	C456544-9		Agricultural. Non-industrial.	G
Invermory	0802	B484789-A	N	Agricultural. Rich.	G
Duncinae	0804	A686648-8	A	Agricultural. Non-industrial. Rich Confederacy Capital.	G
Just	0805	C7487AA-5	S	Agricultural.	

The Ea Subsector contains 25 worlds with a total population of 7.78899 billion. The highest population is 3.7 billion, at Marlheim; the highest tech level is C, at Kingston.


Scotian Deep
Keiar
Drexilthar
Eakoi
Dunmarrow
Tearlach
Shamas
Fort William
Invermory
Leaa
Hrou
Gaajpadje
Fulton
Laroaetea
Roakhoi
Duncinae
Earlo
Ea
Just
Lestrow
Ranald
Htalrea
Mirak
Vincit
Andiros
Fask
Kingston
Dran
Theodora
Marlheim

JAILBREAK

INTRODUCTION

This short adventure for *Traveller* takes place on Roakhoi (Ea 0404 C969543-4), which is described in detail in this issue's Port of Call feature. It is intended for play by a group of characters numbering between three and eight, of any background desired. Referees should note that this adventurette can be woven into other incidents to form a loose campaign and can also be the starting point for a longer series of adventures involving conflicts between settlements on Roakhoi. It is also playable on its own.

BACKGROUNDS

The job had seemed a simple if demanding way of making some badly needed money; the native ship-captain had openings for crewmen and didn't care if they were filled by locals or offworlders, humans or Aslan. His ship operated on the Aohal River making trading runs from the coastal city of Ehlestaoa to the inland settlement of Ftarosaftektaihai. Business was good, and on this trip upriver, the ship had loaded an excellent cargo of minerals and wood, both valuable in Ehlestaoa downstream.

No one expected a war.

The Landgrave of Ehlestaoa was noted for her ambition and military prowess. When her favorite niece, a ranking sister in one of the city's Guilds, disappeared on a trip to Ftarosaftektaihai, the Landgrave reacted aggressively. An embassy to the settlement received statements that nothing was known about the vanished guild but the rulers of Ehlestaoa did not believe the assertments. Very rapidly, the situation escalated to threats of force and then open confrontation. The adventurers were caught in the middle.

Their vessel, loaded and ready, was at the Ftarosaftektaihai docks. Most of the crew, including the offworlders and the captain, chose to spend the last night in town at a waterfront tavern. But when they returned to the dock, they walked into the middle of a platoon of the local Landgrave's soldiers who had impounded the ship. The entire group was arrested on suspicion of espionage against Mt Prospect and taken to the city's prisons.

The situation at this point is grim.The chance is great and a lengthy stay in prison likely. Only the quick thinking and dubious past of the ship's young First Officer, a human of Offworld origin named Louis Jacquinet, offers some hope. An accomplished pickpocket, the First Officer has secured the key to the cell. He proposes a jailbreak, an attempt to flee the prison, win through to the raft, and escape from the city.

SETTING THE SCENE

The map of Ftarosaftektaihai shows the city at a scale of 100 meters to a square. Movement is at a rate of about one square every five minutes, though this rate may not be constant. The party begins at the prison and is seeking to reach the docks where their ship is located. The referee may wish to provide extra maps to resolve encounters in greater detail but these are optional.

THE ALARM

When the group begins their escape attempt it will be necessary for the referee to first resolve the attempt to leave the prison. If they accomplish this without alerting the soldiers on guard they may win a headstart. If they do not, the alarm will be raised. An undetected escape means the referee rolls 1D x 5 minutes to determine how soon the alarm sounds.

Once the alarm is given, soldiers will begin to search for the party. The sounding of a horn will alert the regular night watch patrols of the escape and these patrols will stop any and all suspicious-looking individuals to demand papers and other information. There is a chance (roll 9+) of encountering a patrol once every fifteen minutes.

Patrols number 2D soldiers, are armed with muskets and blades, and almost always include a character with Leader skill.

AT THE DOCKS

Upon reaching the indicated part of the docks, the party must contend with soldiers who are mounting guard over the boat. There are ten of

them armed with muskets and various blade weapons. They will be highly suspicious even if the alarm has not been raised.

Should the raft be retaken, it can slip its moorings and escape downstream before a pursuit can be easily organized.

The referee should use the plans provided of the small sailing craft pg.) to represent the river vessel.

NON-PLAYER CHARACTERS

Uikhoir
Trader Captain 96A876 Age 39 5 terms 25,000 awea
Watercraft-3, Streetwise-1, Admin-1, Bribery-1, Gambling-1

A female Aslan with a ready eye for quick profits, Uikhoir is determined to get her boat back and will not consider any course of action that does not achieve that goal.

Louis Jacquinot
Trader First Officer 7C9A84 Age 26 2 terms 10,000 awea
Watercraft-1, Revolver-1, Forgery-1 Revolver

An offworlder, Louis has spent a great deal of time on Roakhoi and is quite comfortable with offworlders and locals alike. He is quick-witted, bold and displays many talents which have nothing to do with buying or selling.

Hyuaise
Trader Crewman B6A667 Age 30 3 terms 5000 awea
Dewclaw-3, Watercraft-1

Hyaise is a large muscular Aslan devoted to the captain. He is an awe-inspiring sight and unstoppable when angry.

EQUIPMENT

When they were arrested, the party had standard amounts of weaponry and ammunition, plus other small items that are normally carried. This equipment was stored in the room adjacent to the cell and is recovered when the jailbreak begins. The referee should be the final authority on what specific gear is allowable.

CAMPAIGN

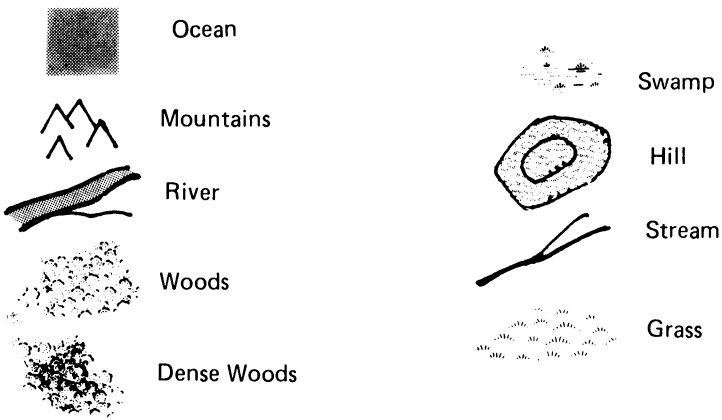
This adventure situation can be used to lead into a campaign. The disappearance of the Ehlestaoun Landgrave's niece was the cause of the war and the Landgrave will not be turned from her course by anything short of the niece's return. The Landgrave of Ftarosaftektaihai, however, did not lie...she never reached Ftarosaftektaihai. An attempt to find her and avert the war could provide an excellent reason for adventuring. Development of the situation is left to the referee.

Ship Availability: Passage on commercial vessels is available to each world as shown here. **Sched** means a regular run made once per period listed; * indicates ship is a company vessel associated with Tlasayerlaahel. Non-company ships available on roll of 8+. **Spec** indicates a ship is available on the given roll or higher on any given week.
Charter Only indicates a ship must be especially for the trip, entailing negotiations, reaction rolls, etc.

Worlds further than jump-4 are not given. Data for these can be determined to suit the needs of the situation; it is rarely necessary to do so, given limits on most ship's jump drives.

Terrain Key

Scale: 1 hex = 1343 km.



Physical Survey Data

Roakhoi Ea0404 C969543-4 Non-industrial G

Fourth of seven in system. Period 568.6 days. Density .97 standard. Equatorial diameter 14,964.3 km. (8978.6 miles). Mean surface gravity 1.09G. Rotational period 29 hours, 17 minutes, 6.9 seconds. Axial inclination 1° 18' 64".

Area of Roakhoi: Total area 703,498,000 square km.; Land area; 10.24%, 72,038.195 square km.; Ocean area, 89.76%, 631,459,000 square km.

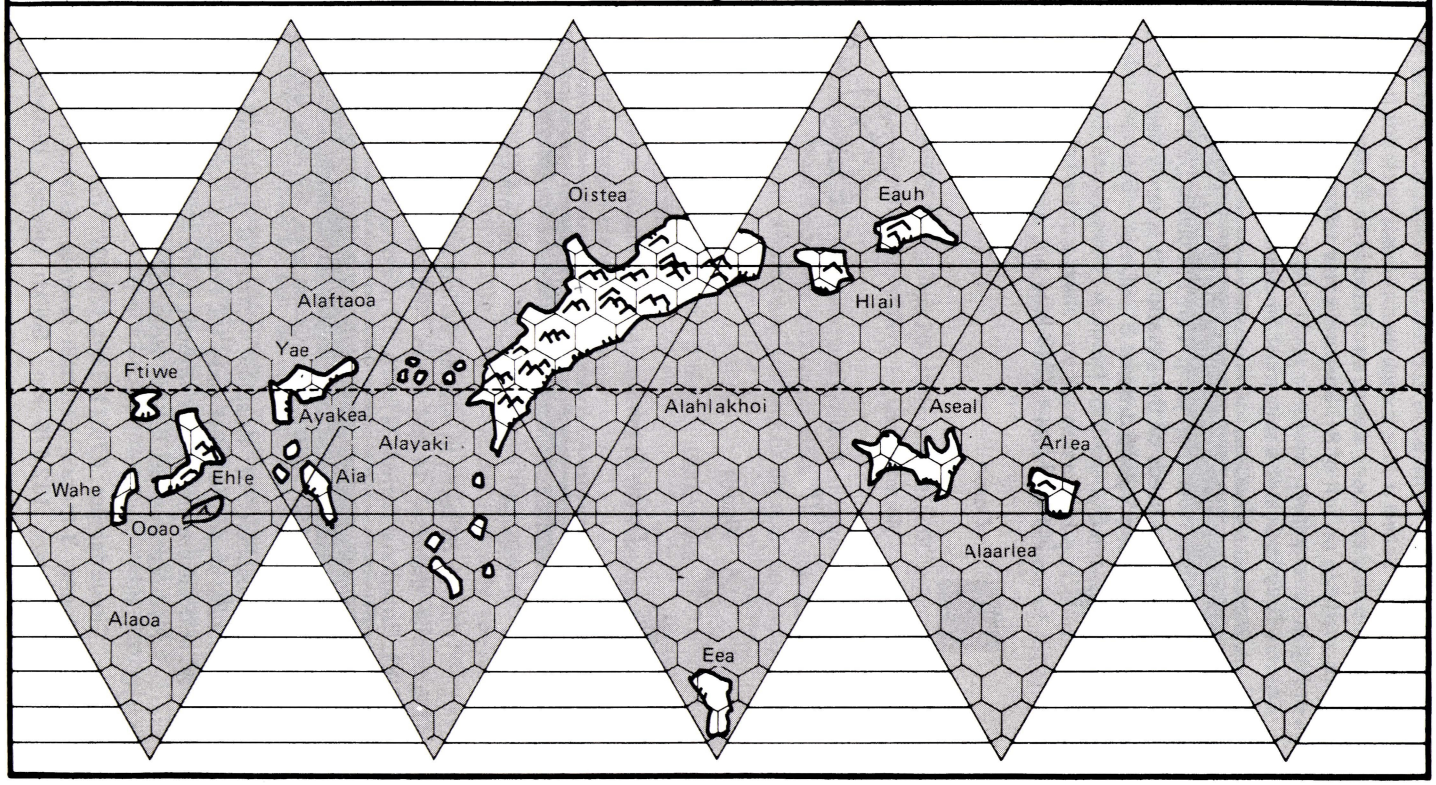
Atmosphere of Roakhoi: Chemical composition, nitrogen 77%; oxygen 22%; argon and other gases 1%. Pressure: standard at sea level.
Note: atmosphere breatheable without artificial assistance.

Hydrosphere: 89.76% of Roakhoi's surface area is covered by liquid H_2O.

Circumference: 47,011.8 km. (28,207.1 miles).

Moons: 3 moons; Fteatoah (average distance 64,420 km.), Khoiaya (average distance 132,475 km., Sui'kh (average distance 187,000 km.).

WORLD MAP GRID	1. Date of Preparation	2. World Name Roakhoi
3. USP C-969543-4 Non-industrial G	4. Hex Scale 806 miles 1343 km.	



For the Referee's Consideration...

There's an old cliche which is popular on many Imperial worlds which should be kept in mind; "When on Kirur, don't ask where meat is on the menu." Like the ancient Earth phrase, "When in Rome, do as the Romans do," it is a reminder that customs vary from place to place.

Local customs should be brought into a game whenever possible. They make your adventure into something more than a stroll through Passaic, New Jersey. And they provide an occasional excuse for activities of interest to players.

On Roakhoi and on most other worlds, visitors will be expected to conform to custom, or they will be marked as strangers and, in many cases, shunned, ignored, or cheated. The adventurers might be given away to the police because they didn't think to make the right response to a ritual question.

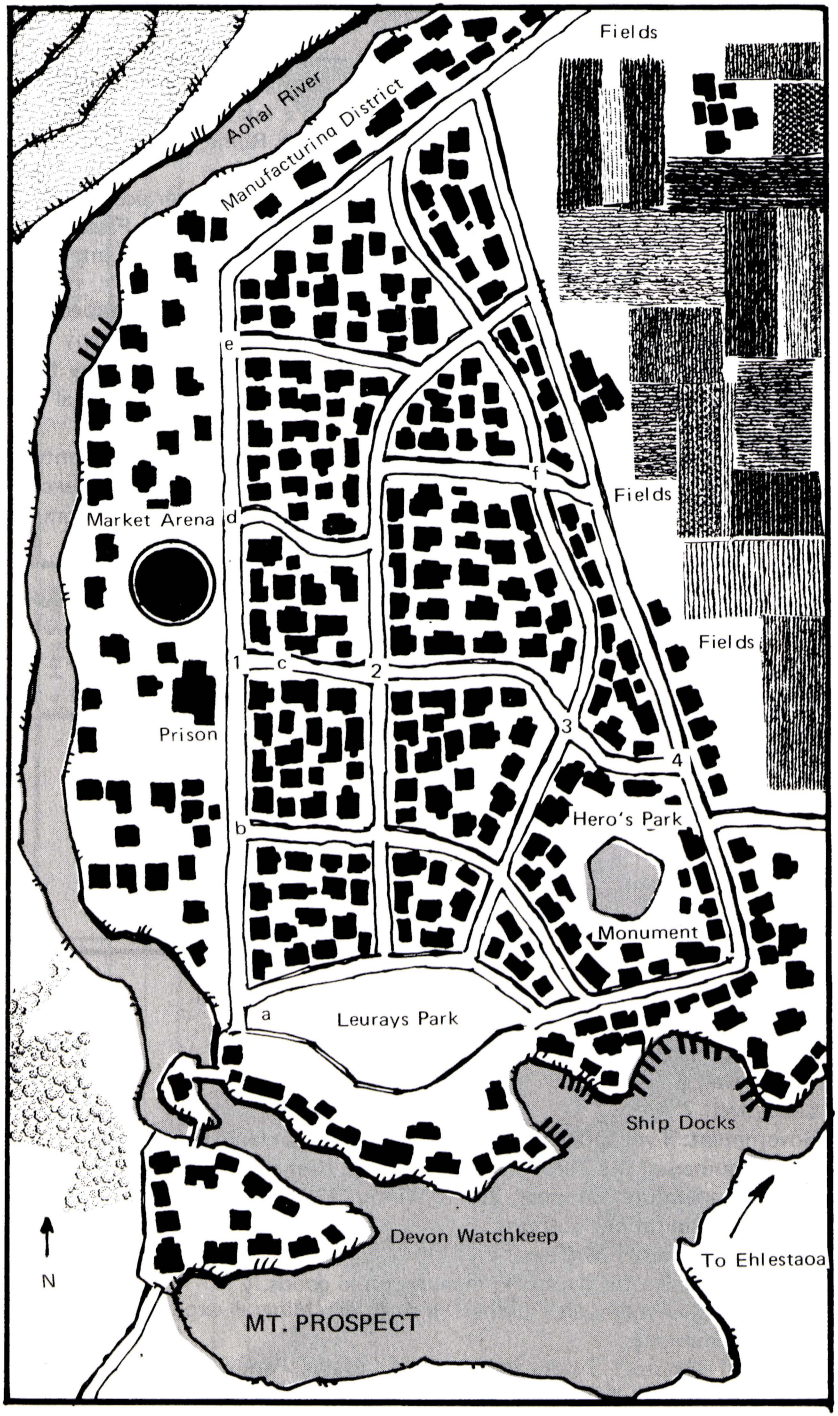
Consider the customs, society and religion of worlds your adventurers visit. Think of how these can be worked into a game in a vivid, exciting fashion. Then apply your ideas and see how much your background comes to life.

1 Avenue of Wayfarers
2 Avenue of Stars
3 Avenue of Lords
4 Avenue of Trees
a Leurays Street
b Devon Street
c Hope Street
d Market Street
e North Street
f New Street

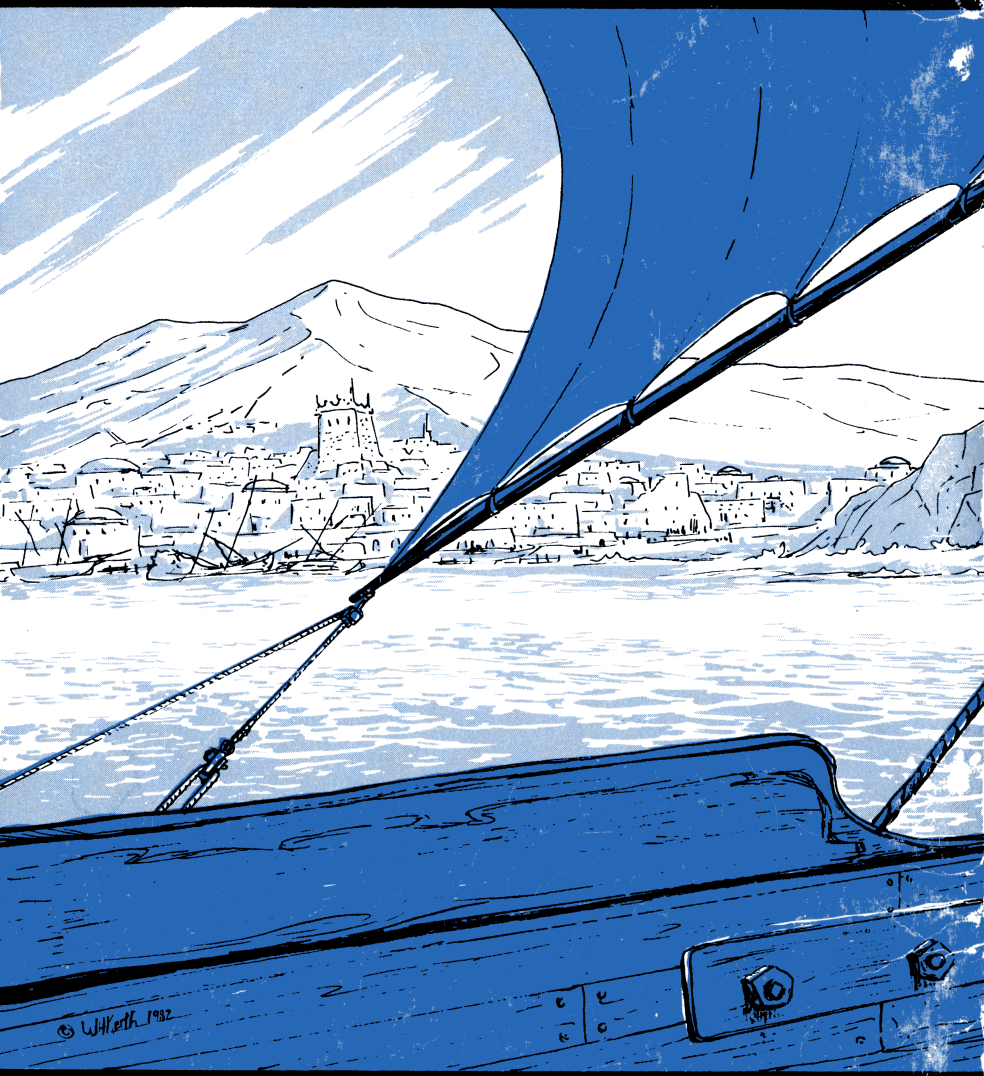
Ftarosaftektaihai (original name: Mt. Prospect)

Inland settlement on the Island of Ehle on Roakhoi.

Population (1105): 31,800
Tech Level: 4
Law Level: 7
Government: Type J (local government by a single clan). Landgrave is a human of the Tefow (Devon) Family. (General Reaction = 5).
Mean Temperature: Summer, 25° C; Winter, 22° C.
Annual Precipitation: 160 cm.
Average Humidity: 76%
Imports: Foodstuffs, livestock, manufactured goods.
Exports: Raw materials, lumber. Industries: Mineral exploitation, logging, commerce.
Points of Interest: Tefow Watchkeep, Luraiys Park, Aohal Arena, Hero's Park, Alan Tefow Monument.


Fields
Aohal River
Manufacturing District
e
f
Fields
Market Arena
d
Fields
1
c
2
Prison
3
4
Hero's Park
b
Monument
a
Leurays Park
Ship Docks
Devon Watchkeep
To Ehlestaoa
N
MT. PROSPECT

ON THESE PAGES...

Visit Roakhoi, a world where Aslan and human colonists have met and mingled...journey through the scattered islanc's or into the rugged wilderness of an unsettled continent. From Wayah to Leurays, Oistea to Mt. Prospect, its all here—an in-depth look at the world, its people, and the adventures that are awaiting unwary travellers.

Other features include *The Port Authority Handbook* with a discussion of Inward Clearance procedures, weapons accessories in *Travellers' Gear*, a map and description of the Ea subsector in Reavers' Deep, and much, much more!